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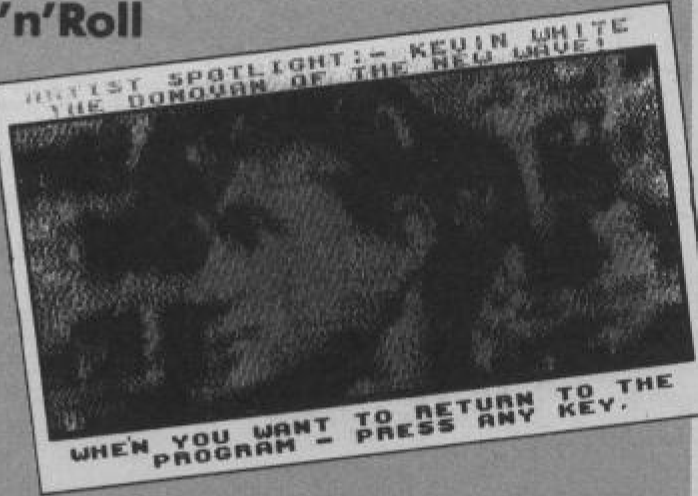
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YS/5/87

The Day The Mutant Ninja Vegetables Ate FRONTLINES

There was nothing we could do! The vegetables were taking over *Frontlines*... our only hope was to throw news items at them... and wait!

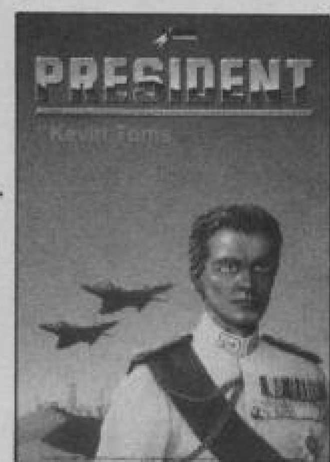
Shake Rattle'n'Roll



Is it a game? Is it a utility? Is it a berilliant music mag to read on your Spectrum? Answers: Sometimes, Definitely not and Yep, it sure is, in that order! *SHAKE* is a super new magazine that you load into your Spectrum, with oodles of news, blues, crews and reviews of pop music, from the pensionably old to all the brand-spanking-new chart toppers. It's a really good read and so up to date! If you've got a Speccy and want to get hep to the jive, then you'd better check it out, jackson! Woooh! Nee-har! Zip-a-dee-doo-dahs!

Shake! Magazine is available from Keep Publishing Ltd, Suite 3.2, Epic House, Charles Street, Leicester LE1 3SH. Phone: (0533) 511734 priced at £1.49.

BOSS EYED COMPO!



"If I ruled the world..." Thanks, T'zer, but no thanks. You, on the other hand, can have a bash at running the shop, in Kevin Toms' latest strategy simulation *President*. And what a hard job it is — one tiny error and you're likely to have a nuclear war on your hands. We've got ten copies of the Spectrum version to give away, plus ten of these rinky dink posters — and all you have to do is answer this simple question:

Who was the Pres of the USA before Ronald Reagan?

Send your entry on the back of a postcard to Bedtime For Bonzo Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



A couple of Martian Deathmelons captured in Japan, while trying to flee the country disguised as an order of potato salad with parsley... brrr. It sends a shiver down your spine, doesn't it?

Selections from PROF. I.M.A. KLUDGE's Dictionary of Computing (Part Two of a regular series of alphabetti spaghetti for jargon junkies.)

user group. (yOO-zer-grOOp) *n.* voluntary organisation specialising in the rehabilitation and treatment of incurable trainspotters. It's not just as simple as taking their Spiral Bound Junior Reporter's Notebook away, sometimes their anoraks have to be surgically removed.

boot up. (bOOt-UHp) *vt., & i.* to start up your computer by loading the startup cartridge, turning the power on, letting it whirr and rattle for about ten minutes, and then kicking the poop out of your microdrive. Stamping it into littler pieces and burying it in peat for 100,000,000 years is optional.

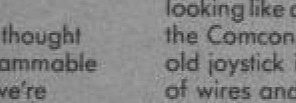
I., (Eff) *abbr.* mean time between failures. In a given time period, the ratio between the total time in that period to the number of failures. In the case of microdrives, I = about 10 nanoseconds.

memory capacity. (memeRi-kaPAsiti) *n.* the number of lines of hex code you can remember before your brain turns to guacamole and squirts out of your ears.

light pen. (lIte-pen) *n.* 1. a pen which is lighter than the one you regularly use. 2. an input device using expensive optical sensors in a pen-shaped barrel, which never flippin' works so you use it to rub the silver bits off bingo cards.

benchmark. (BENsh-mAArk) *n.* The grubby marks and stains that collect on the table around your computer, esp. the rubber feet marks that you can't get rid of, even with Mr Sheen and a scratchy cloth!

attribute problem. (atRibewt prOBlem) *n.* but the question is, "to whom?"

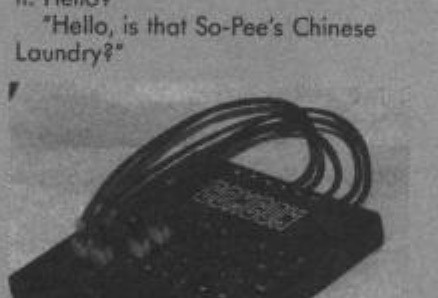


Q: Can you afford to be a mutant vegetable?
A: Wot, on MY celery?

"Hello Operator Service, which number please?"

Blimey! And *Frontlines* thought the Comcon was a programmable joystick interface... now we're getting all sorts of phone calls on it. Hello?

"Hello, is that So-Pee's Chinese Laundry?"



Aw shuddup! Anyway, besides looking like a telephone switchboard, the Comcon, by Frel Ltd, is a corky old joystick interface with all sorts of wires and plugs for you to noodle around with, so you can play your games with *any* joystick, and on *any* Spectrum! You just plug the leads into any of the holes on the top of the unit, which means you can play games which don't support a joystick by selecting the keyboard control keys to react to the joystick. And it only costs £17.95. Also from Frel comes the +2 joystick adaptor, a tiny unit you can push into your +2 Sinclair joystick port to run a Kempston joystick, for only £2.50.

Drriiiinngg! Hello? Sorry, wrong number. (Sossen frassen rassen.)

Trainspotters Through History

Third in a series. In conversation with the world's greatest ever trainspotters.

3: Michael Caine



"My name... is Michael Caine. 'Ere, do you know that flies take off backwards? It's funny but I fort me trousers were acting strangely. It's great being a mental pouch of useless information like that. Which reminds me, did you know that the koala bear isn't a bear, but is in fact a marsupial? I didn't fink you did. Or how about the fact that one person in four is Chinese? There's a joke in there somewhere... Or the fact that Mussolini was expelled from school after stabbing a fellow student in the buttocks? Not a lot of people know that! Or that the distance travelled by the African Swallow in a month is the exactly the same number as the phone number of Rita Heyworth's hairdresser? Or that the 5.15 from Paddington arrives in Taunton at... oh dear oh dear, wot a giveaway... pass me anorak, Shakira..."

Watch out for Digi'T'ape! It's a new big, fat, mega style tape, which will have not only *Pixy The Microdot*, (this month's *Program Power* Pullout) but also from the impressivly talented David Box, a copy of *Soft Corn*, the first 'cornographic' arcade adventure game (see screenshot)! It'll also feature *all* the *Hacking Away* programs for this month and next month and the *Task Force* routines! How *can* you refuse? (Watch out for the Digi'T'ape ad in next month's issue!) Don't forget that all the back issues of the tape are available from the same address! Wow!

AVAILABLE ON DIGITAPE



DON'T CALL US... WE'LL KILL YOU!

We could handle it — we were taking only one or two calls a day... Okay, so they got more and more frequent — we could cope... Yeah, we were taking calls every waking hour but it didn't bother us... So, we became ill with worry — they'd taken over our lives. It's true, we just can't cope anymore. Sob! "The engines canna take it, Jim — they're breakin up!" Spare a thought for our receptionists — they're tearing their hair out with frustration 'cos of all your calls. We're only a small company and we just can't handle the millions of telephone enquiries. If you've got any questions on games, programs or any of the articles in *Your Sinclair* please do not ring us, write in with an sae and we'll answer your questions by letter. Thanks!

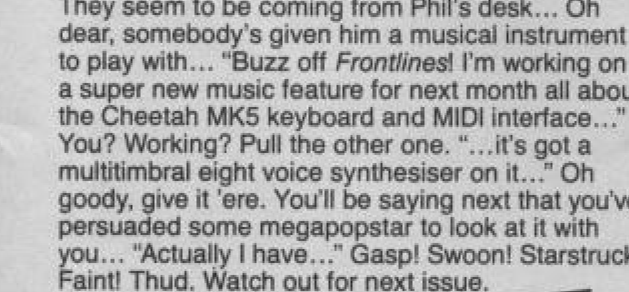






WATCH THIS SPACE!

Scrabble.. plink.. plink.. tinkle.. tinkle.. There have been some funny noises in the *YS* office lately. They seem to be coming from Phil's desk... Oh dear, somebody's given him a musical instrument to play with... "Buzz off *Frontlines*! I'm working on a super new music feature for next month all about the Cheetah MK5 keyboard and MIDI interface..." You? Working? Pull the other one. "...it's got a multitimbral eight voice synthesiser on it..." Oh goody, give it 'ere. You'll be saying next that you've persuaded some megapopstar to look at it with you... "Actually I have..." Gasp! Swoon! Starstruck! Faint! Thud. Watch out for next issue.



Hello? What's Mr Spock doing in *Frontlines* again? Well, it's all the fault of a band called the *Dog Containers*, aka John Jackson and James Kaye.

They use a Yamaha VSS100 sampling keyboard, a Cheetah SpecDrum, the Cheetah Sound Sampler, a Same Hondo guitar ("which keeps going out of tune") with a home-built fuzz circuit, and a "huge amount of tape recorders". What's particularly interesting is the way they transfer samples from the Cheetah Sound Sampler to the SpecDrum. Details of how this is done will be printed in a future issue of *YS*. Copies of their musical tape "Work In A Can" can be obtained by sending either £1.50 (+25p postage), or a suitable C90 tape (+25p postage) to: John Jackson, Brattle House, Manor Road, Seer Green, Beaconsfield, Bucks, HP9 2QU.

"Fascinating, Jim!"



Dennis

THE MERCHANT OF DENNIS

Have you got eagle eyes and gripping hands? If you have you may've noticed that the company that publishes *Your Sinclair* has changed in the masthead. This doesn't mean that the mag has changed hands, merely that the company producing it has changed its name from Sportscene Specialist Press to Dennis Publishing Ltd.
That was a party political broadcast on behalf of the Dennis Party.

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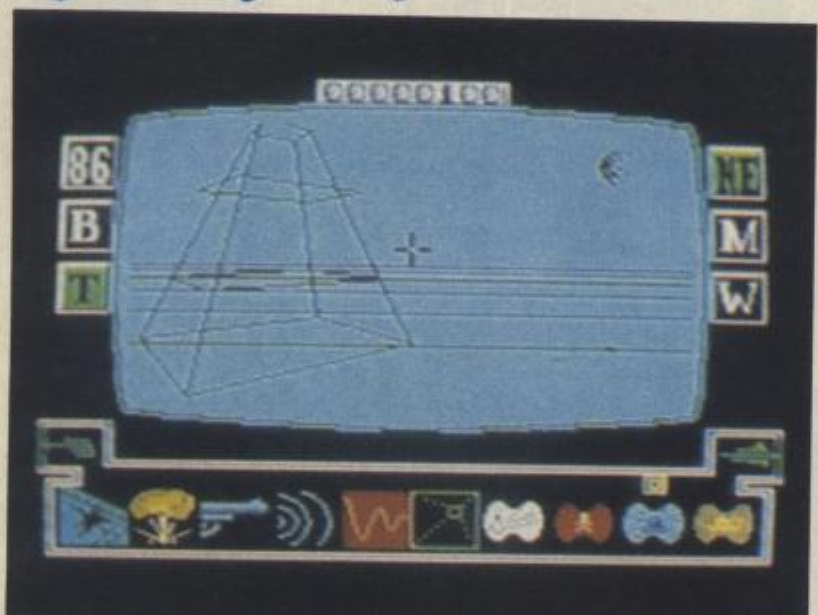
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FUTURE SHOCKS

Yep, the future's so bright, we gotta wear shades! Here's what's coming in the Spectrum games world — they're grrrreat!

SCORPION



In a hostile universe, it pays to know you can rely on your Scorpion to see you through. Nuclear sleds, ten feet long and armed to the ears, turning up on the peaceful Bombyx planetoids is not likely to endear you to the natives. But then it's not the Bombyx civilians you're after, but the evil Necrons, who've infiltrated the small moons in search of Talinite, a valuable mineral. And let's face it, you can protect the Civvies from the Necrons better than the Necrons can protect them from you! *(Er, run that by me again! Ed.)*

There are some really advanced weapons systems on the Scorpion, all controlled by a few keys on a keyboard and a joystick, using a unique Head Up Display feature, and there's the ability to see the battlefield in any lighting conditions; a natural light setting for normal vision, plus Microwave to see through camoflage, Infra Red for fast moving objects and Ultra Violet to spot Talinite mines.

Very much in the *Tau Ceti* and *Elite* mould, *Scorpion* is a vector graphics arcade game with strong strategy elements. This game is so new Quicksilva hasn't set a price or worked out a release date yet, but on a first look this could be the best shoot 'em up/strategy combo this year! So, strap yourself in, Bucko, and check the full review next issue.

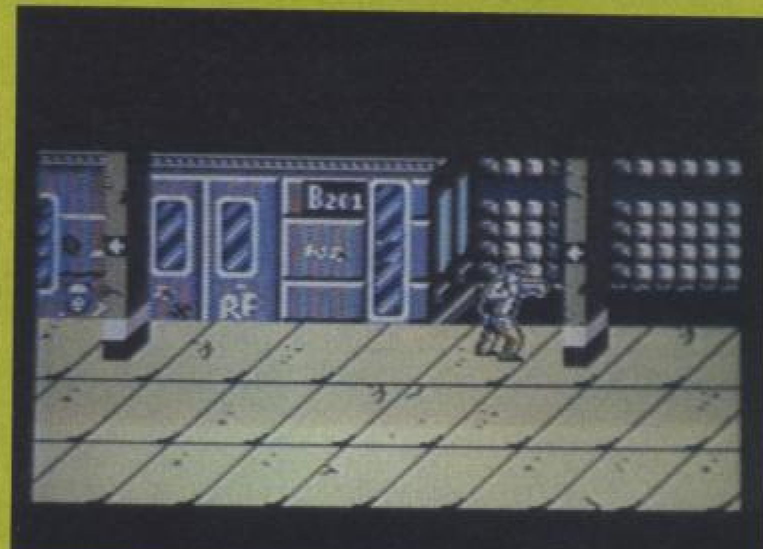
Renegade

Feel lucky, punk? Wanna make my breakfast? Then stay vigilant, vigilante, unless you've got a death wish, too. If you're tired of urban violence, you don't need Lucozade — you need *Renegade*!

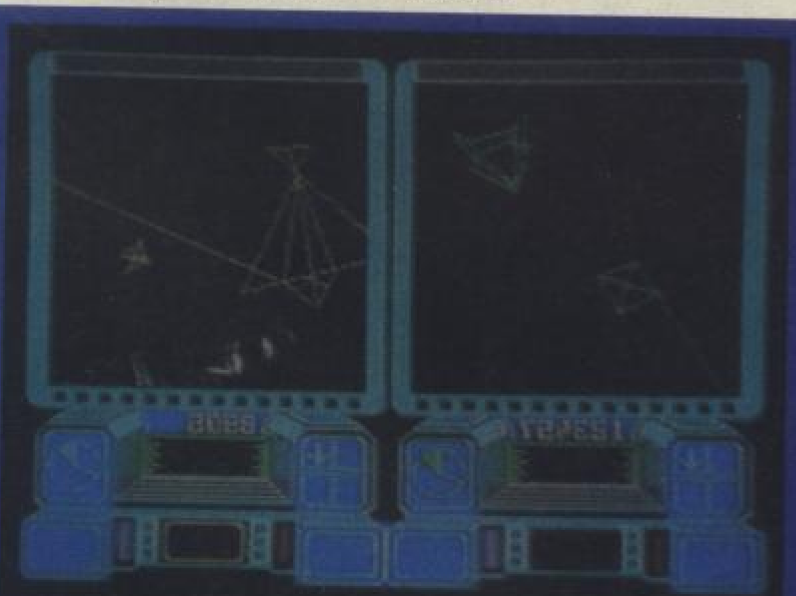
Ocean's awash with coin-op conversions at the moment. They've even built their own Arcade Alley to acquaint programmers with the action. But this is the meanest, toughest, most tasteless title along that mean street.

The plot's quite simple. As the sort of guy who shoves a shiv in the mugger's guts when they tell you to "Hand it over," you fight your way through a variety of tense situations. Start out on the spray painted subway station and try not to trip onto the rails. Then beat the bikers by the water, dislocate an arm or two at the disco, cripple a killer in the car park, and finally, bash the boss in his own house.

You may be unarmed but nobody stays unharmed for long as you knock the night crawlers around and even toss them at each other, so they scatter like skittles. Then it's the turn of the boss man to get in on the scene, so you can clobber him too. *Renegade* should be hitting the streets in May, priced £7.95.



DOGFIGHT



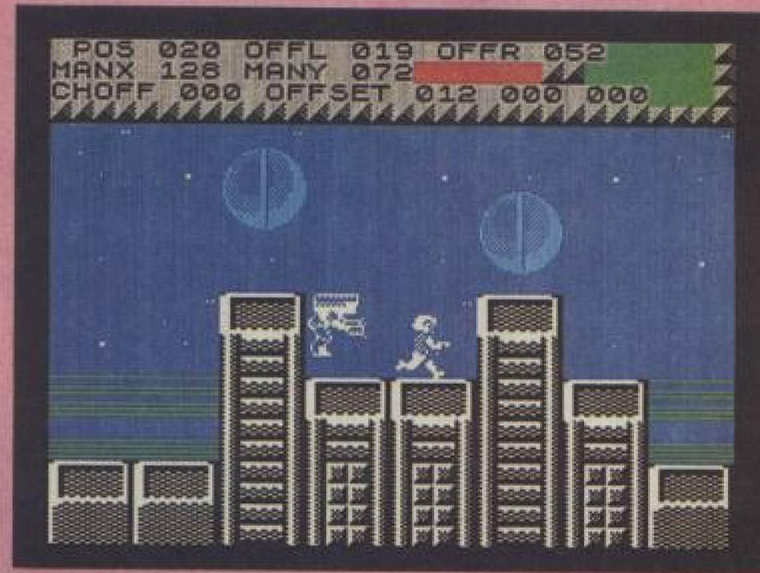
Gird your loins 'cos we're off to the 22nd century again. There's something at stake (arise, Sir Loin) — the small matter of total domination of the universe! The situation's serious. Very serious. So serious, in fact, that they're asking you to do something about it. Yep, that serious. Perhaps you shouldn't have been called Rhett Dexter (let's face it, *no-one* should be called Rhett Dexter). Anyway, someone's knocked a hole in the space-time continuum and hordes of marauding aliens have spewed through. (Bleeeurgh!) Unfortunately, all the other heroes with names like Rock Thrust and Matt Bicep have legged it, so it's up to you to search the heavens for pieces of the Spatial Generator, which, when assembled will plug up the breach and save the universe. In other words, it's zapping time! There's no price or release date yet, but Starlight's *Dogfight 2187* should be out in time for Easter, priced £8.99.

FUTURE SHOCKS

DEATHSCAPE

How do you settle your arguments? Pistols at dawn? A meat-axe through the back of the head? In the far future, political differences between Earth and the evil forces of VARG are settled by one-to-one combat in the Deathscape, a deadly tunnel not unlike the M4 in the rush hour. Barbaric? You bet. Unfortunately this week's fighter pilot rota has you down for VARG-killing duties. Even worse, the VARGs have chosen this occasion to change the rules — instead of a single opponent, they've sneaked in a whole fleet of ships! You should've been a quantity surveyor after all. Still that's how the biscuit decomposes, as they say. *Deathscape* is another biggie from Starlight, and it's out soon, costing £8.99.



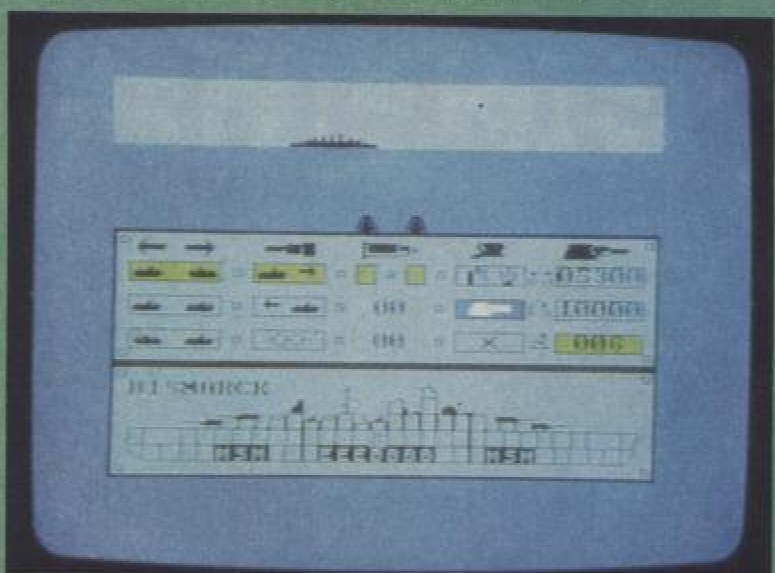


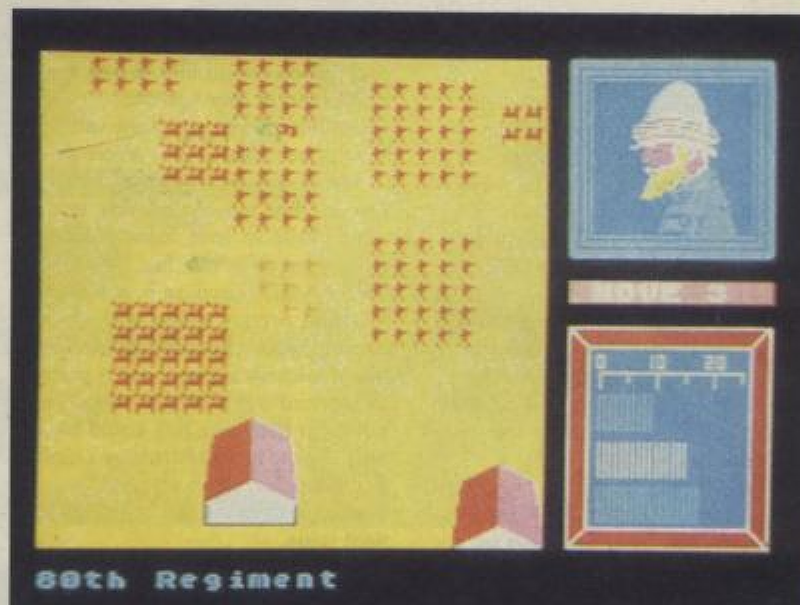
QUARTET

Ah, the plaintive strings of Joe Sebastian Bach! The swooping melodies, the lilting metaphoric counterpoint, the... Not that kind of quartet? It's the coin-op fave of the same name we're talking about here — a four-player game (hence 'Quartet' — geddit?) now coming to the Speccy as a two-player game. So why isn't it called 'Duo'? Ah, but there's still a choice of four characters to control — Mary, Lee, Joe and Edgar. The game's all about teamwork, and features some v. jazzy leaping and jumping effects as you battle to save a space colony from destruction. The original's by Sega (who brought you *Enduro Racer* among others), and the Speccy version's out in June from Activision at £9.99.

BISMARCK

Guten Tag, meine kleine Pumpernickels. Hier ist einother splendische Wargame auf PSS, based on der Sinking of der Bismarck in 1941. Der Bismarck was ein enormische gross Boat, displacing 53,000 tonne of Seawasser — Gott in Himmel! But ve Krauts had nicht bargained for eine thing — der Britische Stiffupperlip, as you Tommies call it. Mit das help of Jack Hawkins, John Mills und David Niven, der biggest Boat in die Welt was gesunken. Schweinhunds! Now, you too kann play *Bismarck* — der Preis ist £9.95 und der Geschedulen-releasedate ist April 10th. Don't mention die War!





Zulu WAR

Bah! The name's General Chelmsford, and I'm the leader of the British forces against these blasted Zulus. Damned savages, all they ever do is jump around having a good time so we're going to teach them a lesson and give the blighters a damn good thrashing. Show 'em that the British way is best and all that sort of thing. Soon have 'em playing cricket and serving drinks at the golf club, mark my words. And one day, I'm sure, some enterprising company (CCS, probably) will do a Speccy simulation of this historic conflict, almost certainly retailing for £8.95. How do I know? In the same way I know that General Chelmsford will become a revered historical figure, probably resulting in a grotty town in Essex being named after me. Right, men, let's get after 'em. Fall out!

FUTURE SHOCKS

"Play up and play the game, School House! Come on, chaps, keep going — we're only 8-0 down. There's still a chance. You there, yes, Blenkinsop, how about a little activity there at the back? Come on, School House. Remember the good name of the school!" Ah, shaddup! Why play football when you can play *FA Cup* on the Speccy? Virgin has just released an updated version of their football management simulation that now includes all the league clubs' current form and some tricky new managers' questions to boot. Don't take an early bath — tackle *FA Cup Football '87*. It's out now, at £7.95.

FA CUP FOOTBALL 87



DOC THE DESTROYER

Neeah, what's up Doc? Deep in the bowels of the earth, movements are afoot. A population ravaged by pollution and nuclear war has retreated under a massive energy dome, but Doc is an outcast. His prediction that the Domed City was about to be engulfed by rising floods didn't go down a bundle with the Domies, so they booted him out, the clots.
He decides to confront the temple priests who run the place, but to do so he must penetrate the city defences, survive the horrors of the underworld and escape the gladiatorial arena.

Melbourne House describes the game as "simply, a role-playing science fantasy text-and-graphics arcade adventure combat game, with a mappable playing area, multiple choice and massive sprites." What else? And it's coming soon to a Spectrum near you, priced £7.95.



PSI~5 TRADING COMPANY



Of all the trading companies in all the planets in all the galaxy, you gotta walk into this one...

***Psi-5* (Are you sure you're Psi-5, madam? Looks more like size 10 from here) is a super graphic trading game, in the jolly old *Elite* line. It's set in the latter part of the 35th century, though it looks remarkably like the early half of the 36th century to us. You hold the fate of the Trading Company in your sweaty palms, so choose your cargo wisely, 'cos you're going to have to sell it somewhere. Then launch your ship, dodging the marauding pirates who are out to blag your all, and make your way to the Parvin frontier. Sounds like an ad for a pain killer, dunnit?**

***Psi-5 Trading Company* is out now from US Gold.**



PULSATOR

Time to pulsate with Martech (*Hoy! This is a family magazine! Ed*) as the company prepares to unveil another winner. *Pulsator* is a "multi-maze shoot 'em up with a challenging puzzle", with a fairly a-maze-ing 245 rooms on five levels. On each level you've got to rescue a "Pulsy" by hunting out a key and then unlocking him (her? it?) from the prison. Aliens conspire to stop you, natch, and each level is progressively more tortuous than the last. £7.95 is the damage, chief, but there's no precise release date yet — "springtime", they say. Boinggg!



Shadow Of Mordor — Lord Of The Rings II

Frodo and Bilbo sat contentedly in the living room of Bag End, Bilbo's comfortable home in the Shire, whiling away a happy Sunday evening.

"What's that you're playing there, young Frodo?" said Bilbo,sitting back in his old armchair.

Frodo chuckled, in the way that hobbits do, and turned to face his Uncle in the rosy glow. "'Tis the new adventure from Melbourne House, *Shadow Of Mordor*, the sequel to *Lord Of The Rings*."

Bilbo polished his fingernails on the luxurious fur of his instep and frowned. "Dear me, 'tis grave memories that time brings to mind, young hobbit. Is it any good?"

"Gandalf says it's triff."

"Huh. That old wizard needs his beard wringing, he really does," sulked Bilbo.

"It's got more complex problems than *Lord Of The Rings*, closely follows the plot of The Two Towers, has INGLISH input and an 800 word vocabulary, and it's out in June priced at £7.95, which leaves us lots of money for some extra food."

Bilbo perked up instantly. "Oh good — it must be time for tea."

NEXT MONTH...

...watch out for previews of ***Cosmic Shock Absorber*** from Martech, Gremlin's stab at the *Breakout/Arkanoid* market, ***Krakout***, Alligata's shoot 'em up ***Z*** and ***Gauntlet: The Deeper Dungeons*** from US Gold. Plus a full review of Ocean's ***Head Over Heels*** — Jon Ritman and Bernie Drummond's long-awaited follow-up to *Batman* — and Activision's ***Star Raiders II***.

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LETTERS

EVERY ONE A WINNER!

WRITE TO T'ZER, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

This month's top three Hit List *games for the star letter. All letters win a* YS *badge*

GOOD EVANS!

Many people have written to you asking what the word T'zer means. I've been doing a bit of research on this subject and it appears that T'zer is another word for the magical waving stick of the ancient demi-god Goatie McPipe (he of the homicidal flying beard). He terrorises the good people of Walsall with his companion Gubernacle, the racing alien minule warrior. This waving stick, formally known as the goat's plod, is extremely large and is used to suffocate the innocent victims upon which the great goat feeds. So now you know.

Stuart Evans
Great Barr, Birmingham

Ahh, yes. It's gratifying to see our readers know their ancient Anglo Saxon lore. Have you read that great tome on matters Goatalogical, Demi-Goats Of The Midlands by Professor Malcolm 'Chomper' McAllister? A fine book, with some particularly pertinent chapters on "The Goat's Plod — Is It Rude And If Not Why Not?", "The T'zer — Hit Me With Your Waving Stick", and "Goatie McPipe's Beard Leftover Cookbook". A fascinating read, and only £199.95 in hardcover, or £49.95 wrapped in clingfilm. **Ed**

WHAT A BOOB!

Just writing to let you know how I'm getting on with *Fist II*. Imagine the seen (sic) on *Fist II*, side 2. After kicking and punching hairy chested ninjas and men who seem to wear more make-up than Madonna I suddenly reach screen three — the jungle. Smack!!! Crack!! Whoop!! Och, arrrgh . . . got me!! Plop. At last got him . . . wait a minute, what's that? . . . There in the bushes . . . a face . . . a neck . . . an arm . . . a pair of @!*?! I couldn't believe my eyes (they were so big! My eyes I mean!) Melbourne House is either blind or needs its head bleached! Right there on the top right hand corner was a woman wearing her birthday suit! I mean to say . . . come on . . . once noticed never forgotten! They stick out like a . . . (*Enough of that! Ed*). All I can say is keep up the good work Melbourne House.

David Smith
Shoeburyness, Essex

In her birthday suit you say. Is that a bit like a dinner suit? Do you wear it only on your birthday? I really don't know what you're talking about. What on earth is a pair of @!?!? Is it an elephant — they never forget. Well, I s'pose I'll never know but whatever it is, if it makes you happy then I agree — Melbourne House, keep up the good thingummyboobs!* **Ed**

WITTY KAT

Having recently bought *Gauntlet* I loaded it up and was instantly hooked. After half an hours play I realised that I was stuck in a maze and couldn't reach an exit.

Enter my cat, a fat, fluffy creature whose entire objective in life is to eat meat and sleep (*Sounds like Phil! Ed*). Then in a violent burst of raw energy he leapt onto my Speccy and flopped down on the keyboard. As I was about to kick him off I noticed that my character had moved through the wall. After this outstanding observation I kicked the cat off my computer (Note to Animal Rights Activists: I was wearing slippers). Realising that there must be a bug in the game I tried all the keys and eventually I found that if you move the joystick in the direction you want to go in and press symbol shift you'll go through a wall. Oh, and you can load in any maze you want after the first one. Anyway I've got to go, my cat's about to give me a few tips on *Space Harrier*.

Ariya 'Jetman' Priyansantha
Bury, Lancashire

Just imagine what a cat-aclysmic cat-astrophe your pussy could've caused if he'd crashed the game. As it is he sounds positively cat-atonic sleeping about all day — p'raps he thinks your Speccy is a Cat-apillow. Still, your kitty could catechise you a thing or two — is he a southerner by any chance or does he come from Cat-alonia? And yes, I agree with the Animal Rights Activists — kicking your feline friend is catty in the extreme, why not swing him instead? **Ed**

BEEP BOP DE LULA

I've just written a fabbo computer program and I was wondering if you would print it. Anyway here it is...Beeeeeeep Boodly, boodly, boodly, Beeeeeeeeep...Brrrrrrrrrrrrrr idly, idly...Beeeep...Beeeep... Bidly, bidly, bidly, bidly... Boooooooooooop!! There! Wasn't that brill? It's called *Bidly Bidly Boop*. All you have to do is put a blank tape in your recorder and tape this letter from *Your Sinclair*, then load it into your Speccy. What could be simpler?

Roy 'my friend completed *Paperboy* before Steve Woodward' Pittendrigh
Morpeth, Northumberland

I can name at least one million things that could be simpler. Like climbing Mount Everest with no legs or arms or learning to speak 38 different languages with a lisp in three hours or getting a completely ludicrous letter printed in Your Sinclair. Try as we might we couldn't get your program to load. I don't know whether the YS tape recorder has packed up (it didn't seem to like having your letter shoved in it) or there's a problem with your program. But I'm sure Bidly Bidly Boop will be a roaring success. **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



A ripping doodlebug by Torben Poulsen of Haslev

LETTERS

CANTERBURY TALES

Well, strike me down with an *Exploding Fist II* — chop! Would you believe it, I met a *Cobra* yesterday so I reached for my *Top Gun* out of my top pocket but it wasn't there — *Impossaball* — it must be. Luckily I was a *Ninja Master* and had my *Samurai Sword* and undid the back of my Spectrum only to find a *Short Circuit*. What an *Explorer* I was. Could you Imagine that? What an *Epyx*.
Dave Hall
Canterbury, Kent

It doesn't sound half as exciting as The Sydney Affair — Shockway Rider *it was.* Thingy And The Doodahs *met in the* Elevator Action *and he fell* Head Over Heels *in love with her at first sight. His lips began to* Pulsator, *if he could get her to come out with him for a* Bangkok Night *he'd have made a great* Catch 23. *He had a bit of a reputation as a* Wonderboy *and she was a bit of an* Oddball *but they were a perfect* Matchpoint. *But it was never to be, their romance caused a huge* Koronis Rift *and there was* Big Trouble In Little China *from* The President *of the company. All is* Fairlight II *in love and war after all.* **Ed**

SUPPLEMENTARY BENEFIT

I am unemployed at the moment and I had only one pound of my dole left. I was pondering which magazine to buy so I had a quick shifty through them all, and then spotted yours. So, I looked through it and it looked good so I parted with my cash. I ran home and locked myself in the bathroom and started to read. It was brilliant. The reviews are great and so is everything else but the best bit was Question Of Sport. So from now on you can be assured of my one pound a month.
Yours skint but happy
John O'Shea
Whitworth, Lancs

I'm pleased we've made a poor man very happy. Though I must say that you've got exceedingly good taste — you couldn't have picked a better magazine. It's worth every penny and just to prove it I'm sending you a bundle ot software for writing the star letter. **Ed**

DICKLESTICKS

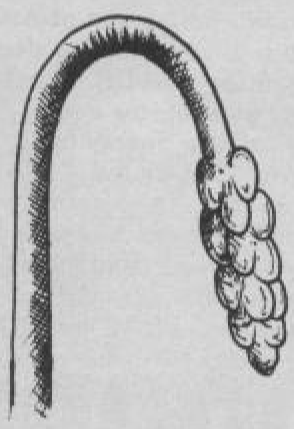
Ever since I've had a Sinclair I've been stuck on millions of games . . . is there anybody out there who can send me POKEs to the following games: *Seabase Delta, Marble Madness, Shrewsbury Key* and *Sherlock Holmes*. If you print this letter I'll kiss my brother's feet (Yuk!) Thanks again.
Gary Dicker
Verwood, Dorset

Get kissing, Garfield. Well, is there anybody out there? **Ed.** *A question that has occupied the minds of the world's philosophers and astronomers since the dawn of time. Is there anybody out there, or are we all just figments of each other's imagination. Are you not really here at all and am I in fact surrounded by billions of seething, squawking fish?* **Phil.** *Shut up!* **E.** *Squawk!* **Phil**

CAULIWOBBLES

Guess what T'zer, in the March issue I found, yes I found a teeny weeny mistake in *T'zers*. It was about a cauliflower on the bottom of the first column. Instead of talking of cauliflowers you put taking of cauliflowers, which doesn't makes sense does it? Gis' a trainspotter award and I won't mention another muck-up in your magazine.
Richard Howell
Lonlevens, Gloucester

Taking of cauliflowers, are you going to be a vegetable all your life? If you were in your local greengrocers and you were buying a cauliflower then taking of cauliflowers would make perfect sense, unless of course you were having a leek. Cos your lettuce was wrong I'm not going to send you a trainspotter award but to beetrootful you do deserve something. You are the proud winner of the illustrious Wilting Asparagus Award. **Ed**



MUCH ADO ABOUT NOTHING

In the March edition of *YS* in *Frontlines* I noticed you'd printed 'Romeo, Romeo, Wherefor art thou Romeo? I'm in the loo go away!' Hereby implying that wherefor means where. Let me tell you that wherefor means why? (No. Ed). So, when Juliette says Romeo, Romeo, wherefor art thou Romeo, she means Romeo, Romeo why are you Romeo. And if you don't take my word for it, take my English teacher's, my sister's (coming out of university) and any other Shakespearian connoisseur.
Serge Oldale
Cobham, Surrey

Wrong again. Y'see, Juliet (note spelling, smuggo) was a wee bit distraught when she spoke those words (wouldn't you be, in front of that huge audience every night?) and she really meant to say "Where are you, Romeo?" I mean, if some Elizabethan wench suddenly yelled at you from a balcony "Why are you Serge?" you'd reply "because that's what my parents called me, you gormless tottie". Stands to reason, dunnit? **Ed**

THE CRAMPS

I'm afraid to say that your brill mag has given me writer's cramp. And here are the reasons why:
1. I have written to you many times and not had one letter printed. Well, I've got to admit, when I wrote it was a horrid Ed and not you (kiss kiss) who received it.
2. I have entered so many compos and haven't won one.
3. The addresses for compos are so long. When writing the *Jailbreak* one my hand almost fell off!
4. Even this letter has just about killed me, and you wouldn't want that 'cos I'm just about to send off for my *YS* Subs. So what do you suggest I do then?
Yours Crampingly,
David Hobbs
Bitterden, Kent

I'm sorry YS cramps your style but I can't help it if you've got limp wrists. Perhaps you should train a group of chimpanzees to do all your writing for you. I've found this is very effective. **Ed** *'Ere what d'ya mean. Pass me that banana.* **Phil**



TRAINSPOTTER AWARD

Dearest T'zer, Hah! I hereby claim my trainspotter award for an error in your March issue. Now I know misshapen balls when I see them, and on your page of footie reviews what do I see flitting across the page? A rugby ball, that's what! What on earth is it doing there? Why do I buy *YS*? Why have I got the IQ of a demented gorilla? What am I talking about?
Crazy Hoss
Chelmsford, Essex

Dunno really but it made me laff which is why I'm sending you this month's trainspotter award. Is your IQ really that high? **Ed**

'Ello, 'ello, 'ello! Your own very unlocal PC here to inform you that you are a bunch of gormless totties. It is a serious offence to miss out the review box for *Hyperball* (March issue) and a danger to society to cut out the top line of the *Harvey Headbanger* review. We can also put you away for a long time for spelling Peter Zoetewey's name wrong. Okay then, you are all now under arrest. You have the right to remain silent (*Some hope. Ed*)... blah...blah...blah. You have been found guilty as charged and your total sentence adds up to one squillion years but I'll let you off if you send me a Trainspotter Award.
Yours blackmailingly
Murray 'PC Plod' Adam
Aberdeen, Scotland

You'll never guess, but we've received 234,701,587 letters not unlike this one. Unfortunately only you will be receiving a Trainspotter award as we like to keep in with boys in blue. Keep up the good work, chaps, and would you mind taking that clamp off my car? **Ed**



LETTERS

STINGS LIKE A BEE

Dear anyone who can read at Castle Rathbone (which excludes T'zer). Why, why, why has Max Phillips been vaporised from the back page of YS? The mag is turning into *Attack Of The Mutant T'zers!* It was bad enough that the she-devil should become Ed but then getting rid of *Backlash* was the final straw. It's silly to have *T'zers* and *Future Shocks* as they are virtually the same thing. So why don't you restore Max Phillips to the back page!
Muhammad The Banana
Aberdeen, Scotland
PS I'd like this letter to be published but I know it's not witty enough.

Too right it's not witty enough to be published, which is why I'm printing it. Hopefully you'll be too embarrassed ever to raise your head in public again. For your information Max was vaporised from the back page because he was taken over by a group of mutant alien bananas heavily disguised as 'arty' chokes — there was nothing anybody could do, least of all me. And as for Future Shocks *and* T'zers *being the same thing, don't be daft —* Future Shocks *is funny!* **Ed**

MARK MY WORDS

What's all this about not knowing what the symbol ™ means on the review of the game *Masters Of The Universe*. It means, of course, Teresa Maughan the luscious Editor of this fab mag. Rachael Smith probably made all those odd comments in her review because she only knows T'zer as Miss Maughan. May I warn you, Rachael, that calling He-man a moron may lead to some GBH.
Simon Creig
Lydney, Gloucester

What I object to is calling the moron 'He-Man' when, in these non-sexist times, 'He/She/It-Person' would be far more appropriate. And I'd also like to know what GBH stands for. Gordon Bennett of Hertfordshire? Gary's Been Hare-coursing? I think we should be told! **Rachael**.
Thank you, she-devil! **Ed**

OLD CROCK

This evening while I was watching the beginning of the *Brothers McGregor* on ITV I noticed a sign saying Rathbone Motors. Is this a subsidiary company of Castle Rathbone? Has the Ed started to sell old cars? Perhaps this is why the quality of the magazine has gone up considerably. The Ed must now be too busy at his new job selling second hand cars to lower the standard of YS. I hope he stays permanently away from the magazine. I would however like to complain about the March issue. On the front it said still only a £1. Considering you've only just raised the price I think this is most unfair. You are conning people into thinking the magazine has cost £1 for a long time. Was this the Ed's last deed before he left the mag?
RA Wilkins
Dyfed, Wales
PS Who is the new Ed

Me! To be fair I can only say that putting 'still only £1' on the cover was in fact the Ed's last dirty deed! But I can assure you it won't be going up, well, apart from this month 'cos we're giving you a super duper Ocean game. After that it'll be still only £1 if you see what I mean. Oh, and before you go, I've got this racy little number out the back, new spoilers... two months MOT... to you guv — four ponies! **Ed**



Would you buy a used car off this man?

PURE GENIUS?

Dear *My Sinclair* (well, I bought it!). As you can see this is a witty letter...and there it goes, straight across two tables, a typewriter, knocks off a bottle of Tippex (well, whisky) and straight in the filing cabinet — technical term for bin! 'Cos that's all you do, throw them in the bin. I've given up counting how many times I've written letters to you. Anyway here's a couple of points that would make your mag better.
1. Stop putting spanish question marks at the end of each sentence.
2. Hang the Ex Ed by his feet (that's where his brain is)!
3. Do you take bribes to print letters?
4. Give T'zer a big pay rise.
5. I've been playing a game (*Disgusting! Ed*) where I spot how many times the names T'zer and Ed appear. Tough luck Ed! T'zer rules!
6. More maps.
7. Print more silly letters!
That's about it really!
Steve McGuinness
Litherland, Liverpool

*As American politicians always say, let's go through this one point by point, Bob.
1. Que? 2. Few would dare venture close to the Mighty Tootsies of His Reverence the Ex Ed. The consequences even of removing his shoes are too ghastly ever to be even considered — and taking his socks off would make The Fly look like Mary, Mungo And Midge. 3. Yes. 4. Are you reading this up in Accounts? 5. So does the Ed, clot. They are but one and the same — where you bin, blue eyes? 6. Send 'em in if you want more printed! 7. Nah, what we need are more serious letters, just like this next one...*

LITTLE BUG, UH?

For all you (48K) *Fairlight II* players out there, try pressing the Space at the end of part 1 and see what happens.
Stuart 'Bugfinder' Forbes
Newent, Gloucester
PS Print this letter or I'll come round personally and make you listen to Barry Manilow.

'Oh Mandy, you came (what?) and you gave without . . .' Sorry, I had my Walkman on. What did you say? Oh, right . . . hey it's amazing — you'd never believe a computer program could be that disgusting. Try it for yourselves and see. I'm going back to listen to Tchaikovsky's greatest hits. 'I write the songs that make . . .' **Ed**

SHELLEY, OR SHAN'T HE?

Dear Gwyn, you must know what it's like to be in love, so can you please print this little poem. Thanks.

To my dearest Tina
I love you, can't you see?
My only wish is,
That you would love me!

You're now dating someone new,
And that makes me mad.
But because you're my loved one,
I'm also quite sad.

Now I'm on the last verse,
But to keep this poem turning,
I love you Tina, I must say
You keep my heart a-burning.

I would be grateful if you didn't print my name.
Name and address withheld

Steve from Congleton, I wouldn't dream of printing your name, I'm very tactful in matters of the heart. I think you're a bit misdirected writing to Gwyn though, he knows nothing about being in love. He thinks a candlelit dinner for two is looking for the last chip in the bag with his lighter! I reckon you should send this poem to Tina in a perfumed envelope with a red rose and serenade her. Will you do that for me lovey? If that doesn't work tell Tina to bog off and you go and find another fish in the sea. I hear turbots are quite romantic. **Ed**

SMALL PRINT

PS I'm the only guy in Surrey with a bright yellow C&A Banana Jacket.
Richard James Dodds
Camberley, Surrey
No wonder you're the only guy in Surrey! **Ed**

PPS This letter was written when travelling at 120 mph on the M62 just past the Whitley Bridge!
Richard Shore
Burn, North Yorks
Weren't you the pillock who crashed into me whilst I was writing T'zers on the Whitley Bridge? **Ed**

PS Three cheers for the new Ed. Hip, hip, hooray...
Jason A Gardner
Paignton, Devon
Mine's a pint of vodka. Cheers! And another. Csheers! Asnd jush... one more...sheers. **Ed**

Why do never you my print brilliant letters structured?
Kenneth Banks
Glasgow, Scotland
'Cos print we perfectly mag formed only letters this in. **Ed**

Please print this letter as I bet my dad 50p that this letter will get published.
Christopher Conway
Chelmsford, Essex
Your dad owes you 50p and me ten quid! **Ed**

If you print this I'll die!!!!!
Peter Ansell
Blackpool, Lancs
Where would you like to be buried? **Ed**

I'm 23 years old and six feet tall and therefore I'm a loathsome BIG nerd.
Bill Morrison
You said it. **Ed**

I'm a Finnish schoolboy...
Mikko Tähtinen
Tarttila, Finland
Well, eat more then. I hear Tarttila chips are fattening. **Ed**

PPPPPPPPPPPPPPPPPPPPPPPPPPS The P key has just got stuck on my typewriter.
Daniel Davies and Jonny Piper
Camberley, Surrey
Why don't you...P off? That's funny the t,u,r,n,h,e keys don't work on my typewriter either. **Ed**

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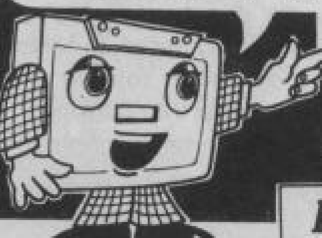
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ROAD RACE

YOUR EXCLUSIVE OCEAN GAME

READ ALL ABOUT IT!

Exclusive to *YS* – *Road Race*, Ocean's tyreburstin' new motor-racing game! And it's yours! What a bargain, John!

Yup, *Road Race* is not only a riproaring racerama from one of the country's leading software houses – it's also a complete game. No, not a demo, or even a few early screens, but the whole shebang – 13 levels of high speed race excitement! Who else but *YS* and Ocean would be so generous? It's brand new – whole and unsullied – and only *you* will have the chance to play it!

Wot, it won't be in the shops? It's not just an advance bit of hoohah for a game that every man and his budgie will be playing in a few weeks time? No it darn well isn't! Ocean's *Road Race* is a *YS* Exclusive – get the mag and play the game. So if you've already bought your copy, settle down now and load it up. You'll find a treat of a racing game, with all the excitement of the real thing. If you're standing in Smiths leafing idly through, on the other hand, *stop loafing*, go up to the cash desk and buy it!

HOW TO PLAY

Road Race is a series of 13 cross-country courses across a variety of different terrains. To qualify for the next round, you have to overtake a certain number of cars, initially 30. You start at the lowly position of 680th, which shows you how much driving you'll be doing if you're hoping to reach the later stages.

On the menu screen, you can choose between defining keys or Sinclair, Kempston and Cursor joysticks. Use the space bar to highlight your choice and press Enter/Return. The joystick you choose is displayed at the bottom of the screen. If no key is pressed the game will go into demo mode – press any key to return to the menu.

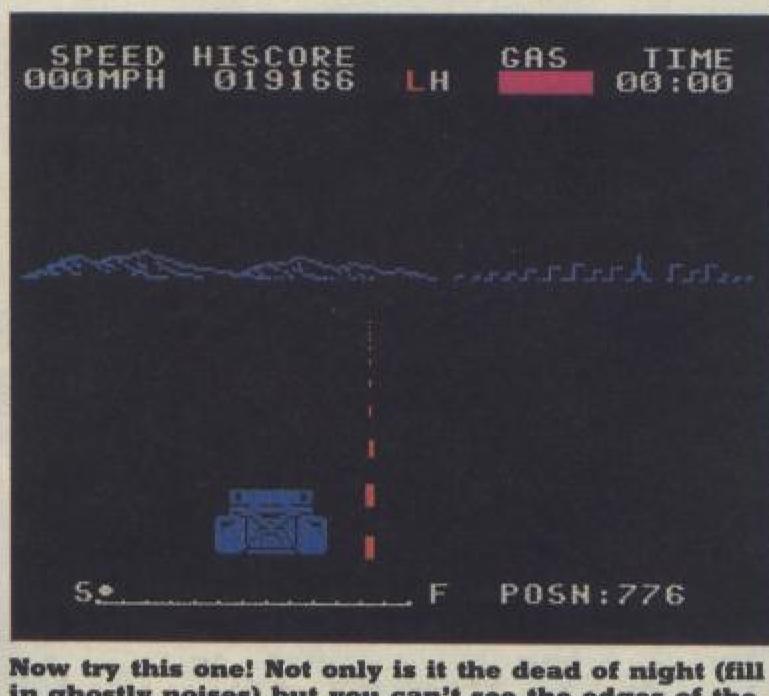
To steer left or right, move the joystick left or right. To accelerate, press fire; to brake, push the joystick forward. If you do brake and accelerate at the same time, the braking action will override. If you let up on the accelerator, you'll slow down rapidly.

The car is a two-speed vehicle, with high and low gears. You'll need to use the high gear for overtaking at high speeds – the gear you're in is highlighted in red on the score panel. To move up a gear, stop accelerating momentarily and then accelerate again. You shift down a gear automatically when decelerating.

For each stage you're provided with a certain amount of fuel – run out and the game stops there. Avoid crashing into cars or running off the road, as that'll slow you down and could prevent you from getting to the next round. You score 250 points for every car you pass, plus running points calculated on the basis of your running speed.



Here's the first level – and it's not as easy as it looks! Some of the cars in front of you stay in their lanes, but others weave about dangerously, nipping in front of you just as you're whooshing elegantly past. If you hit anyone you'll grind to a humiliating halt, so drive safely, okay yah!



Now try this one! Not only is it the dead of night (fill in ghostly noises) but you can't see the edges of the roads. Wot, haven't they heard of cats' eyes? Obviously not, because this stage (rather later on in the game) is one of the very hardest. And no, you don't get to the city in the distance!

TAPE TROUBLES?

If your copy of *Road Race* fails to load, here's what you do. Send the tape in a strong envelope to *Road Race* Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least an 18p stamp on it. And please don't phone the office as we can't deal with the problem here. The free copy of *Road Race* is only available on copies of *YS* sold in the UK, and on all subscription copies. Sorry, we can't send copies abroad on request.


Is This Really
Auf Wiedersehen Monty?
♪ Ah mole oh meeo ♪
Limited Edition
I wonder what's on at ... EN ROUGE'
Limited Edition
Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.
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HIT LIST

Well there's a thing! Did you know that, according to Gallup's top 50 chart for all the machine formats this month, the top ten consists only of Spectrum games. Not a lot of people know that! The first Commodore game comes in at number 11, and the first Amstrad game doesn't appear until number 23! Just goes to show that the Speccy is the supreme games machine.

US Gold is doing pretty well in this month's top twenty! There it is, up at number 1 with *Leader Board*, at number 5 with *Gauntlet* and at number 18 with *Ace Of Aces*. Not surprising, then, that 12 months ago it was at number 1 with *Winter Games*. That's a pretty mean track record! There are six new entries in the chart, and a healthy sprinkling of *YS* Megagames — seven, to be precise. In fact, thirteen games were rated at seven or above proving that it's worth having a look at our reviews before buying a game.

12 MONTHS AGO

Position	Title/Publisher	YS Rating
1	**Winter Games**/US Gold	8
2	**Rambo**/Ocean	8
3	**Commando**/Elite	9
4	**Yie Ar Kung Fu**/Imagine	8
5	**Spellbound**/Mastertronic	8
6	**Saboteur**/Durell	9
7	**Elite**/Firebird	9
8	**Transformers**/Ocean	6
9	**Tomahawk**/Digital Integration	9
10	**They Sold A Million**/Hit Squad	–

YS BUBBLERS

- **World Games**/US Gold
- **Tai-Pan**/Ocean
- **Saboteur II**/Durell
- **Arkanoid**/Ocean

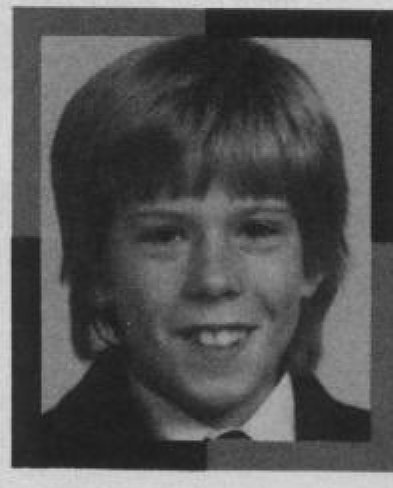
THIS MONTH'S TOP TWENTY TITLES

Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
1 (NE)	1	**Leader Board**/US Gold	9
2 (NE)	1	**Bomb Jack II**/Elite	6
3 (3)	17	**Paperboy**/Elite	9
4 (1)	21	**Olli And Lissa**/Firebird	9
5 (2)	9	**Gauntlet**/US Gold	9
6 (NE)	1	**Feud**/Bulldog	8
7 (11)	5	**BMX Simulator**/Code Masters	7
8 (7)	9	**Konami's Coin-Op Hits**/Imagine	–
9 (4)	5	**Agent X**/Mastertronic	7
10 (9)	5	**Fist II**/Melbourne House	9
11 (8)	9	**Footballer Of The Year**/Gremlin	6
12 (6)	5	**Ninja**/Mastertronic	5
13 (12)	9	**Super Soccer**/Imagine	8
14 (5)	13	**180**/Mastertronic	9
15 (NE)	1	**Stars On 128**/Ocean	–
16 (10)	13	**Speed King 2**/Mastertronic	7
17 (16)	9	**Cobra**/Ocean	8
18 (NE)	1	**Ace Of Aces**/US Gold	7
19 (NE)	1	**Thrust II**/Firebird	9
20 (17)	9	**Hit Pack**/Elite	–

This chart is based on the *MicroScope* chart as compiled by Gallup.

Calling All Castaways!

Want to be alone with your Speccy and your eight favourite games to play them to your heart's content? Let us know the eight games you'd take with you to a desert island, and why you go overboard about them. Don't forget to bung a mug-shot in with your list so that we can print your piccy too. Each month the author of the wittiest of 'em will get fame, a *YS* badge and the top three games for his trouble.



DESERT ISLAND DISKS

What a cruel fate for one so young. Cast away on a desert island with nowt but his Speccy and a few games to keep him happy. Okay, **Andy McCrindle**, what games would you take?

***The Great Escape*/Ocean**
What a game! Guiding Our Hero round the POW camp, getting locked up in solitary, nicking the things you need, it's great!

***Gauntlet*/US Gold**
The graphics weren't great, but the idea's brilliant. I like playing with two characters, usually Thyra and Questor.

***180*/Mastertronic**
There's lots in this for your £2.99! I love the idea of the man you're playing being drunk!

***Paperboy*/Elite**
A triffic conversion of the top coin-op. I love the weaving around, dodging cars and the rest.

***Way Of The Tiger*/Gremlin**
The ultimate martial arts game, I reckon. There's unarmed combat to start. Then you go onto sword and pole fighting.

***Pole Position*/Atarisoft**
Another great coin-op game, launched on the Speccy a while ago. I've only just got this and I'm finding it hard, but I'll persevere!

***Thanatos*/Durell**
In my opinion, the best graphics and sound seen (and heard) on the Speccy. The flight of the dragon's been worked out so well.

***Avenger*/Gremlin**
A great game, and a worthy sequel to *Way Of The Tiger*. The graphics are great — I love the way Kwon replenishes your energy.

YS COMPETITION

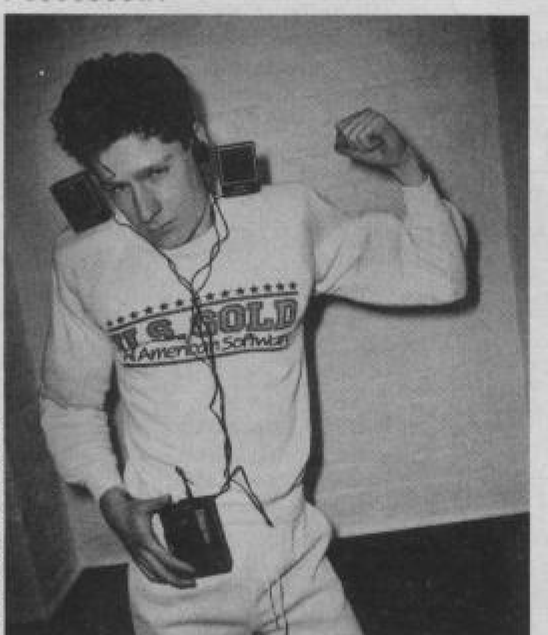
RUN AWAY WITH A FABULOUS SONY WALKMAN, A DESIGNER US GOLD JOGGING SUIT AND 30 COPIES OF ROAD RUNNER

MEEP MEEP!

Meep meep! Vroooom! Peeeeeooooow! Wazzat? Is it a plane? Is it a bird? Well, yes actually but he's no ordinary bird. 'Cos it's Road Runner, the star of all those brilliant Warner Brother cartoons. And it'll take more than Wile E Coyote with his dastardly dynamite, beastly boulders and Acme rocket launchers to stop him becoming a runaway success in US Gold's brand new game, Road Runner. This bird's a real mover!

What's more, you can be a groovy mover too 'cos US Gold is giving away a fantastic Sony Walkman personal stereo (with external speakers for people with big ears) and a fight-the-flab, once-around-the-block-before-brekky, puff-wheeeeze, ultra glitzy designer tracksuit. It's true! You can have music wherever you go — listen to your fave Loony Tunes, be the beat (or feet) on the street as you do all your running, push ups, work-outs with the Green Gorgon, lifting of heavy weights, phones and pints of beer! What more could you want? Yeah okay, the winner gets a copy of Road Runner *as well. Meep Meep! Don't worry if you're a bit slow off the mark either* (Mark who? Ed) *'cos there are 30 copies of the game for the joggers-up.*

Best of all, there's no catch —it's just like the real cartoon! All you've got to do is take a bird's eye view of the wordsquare printed here and find the words hidden within it. Run rings round them, fill in the coupon and tearaway the whole caboodle, or a photocopy, and race your entry off to us as quick as a flash. So get yo' feet on the streets. Follow that bird! Meep meep! Peeeoooow!



Photography: Tony Sleep

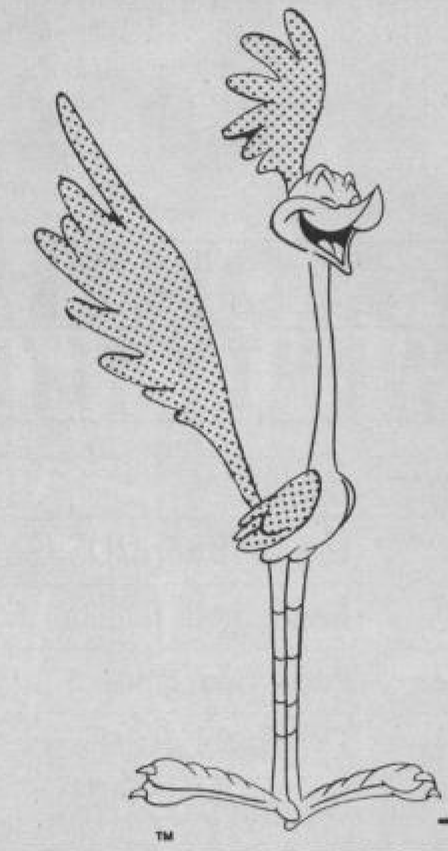
You too could look like this...!

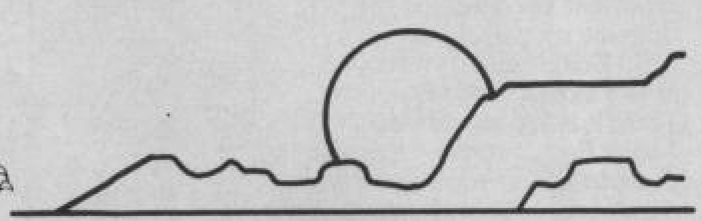
Rules

Ready... steady... go! If your entry doesn't pass the finishing tape by May 31st the only thing you'll be jogging is your memory.

Running jokes currently employed by Dennis Publishing Ltd and US Gold will be disqualified for a false start.

Don't run amok with the Ed unless you're a schmuck!





ROAD RUNNER

J	D	L	O	G	S	U	J	E	M	C	A	F	L
A	D	S	P	L	S	M	W	W	A	S	E	E	S
E	F	A	R	D	B	E	T	O	Y	O	C	U	P
C	T	G	O	O	R	U	N	N	E	R	Q	A	E
A	P	I	W	R	C	C	F	X	Z	L	X	Q	E
N	A	U	M	M	I	K	M	D	S	K	J	B	B
Y	W	I	E	A	M	R	E	Y	U	S	S	J	P
O	P	P	Y	Y	N	Z	J	T	O	F	I	O	E
N	T	J	L	O	B	Y	Z	J	V	U	H	Q	E
B	Y	L	B	O	U	L	D	E	R	O	C	M	B

ACME, BEEPBEEP, ROAD, ROCKET, RUNNER, SEESAW, BOULDER, COYOTE, DYNAMITE, US GOLD

I worked-out... pant... gasp... where the ten words were hidden.

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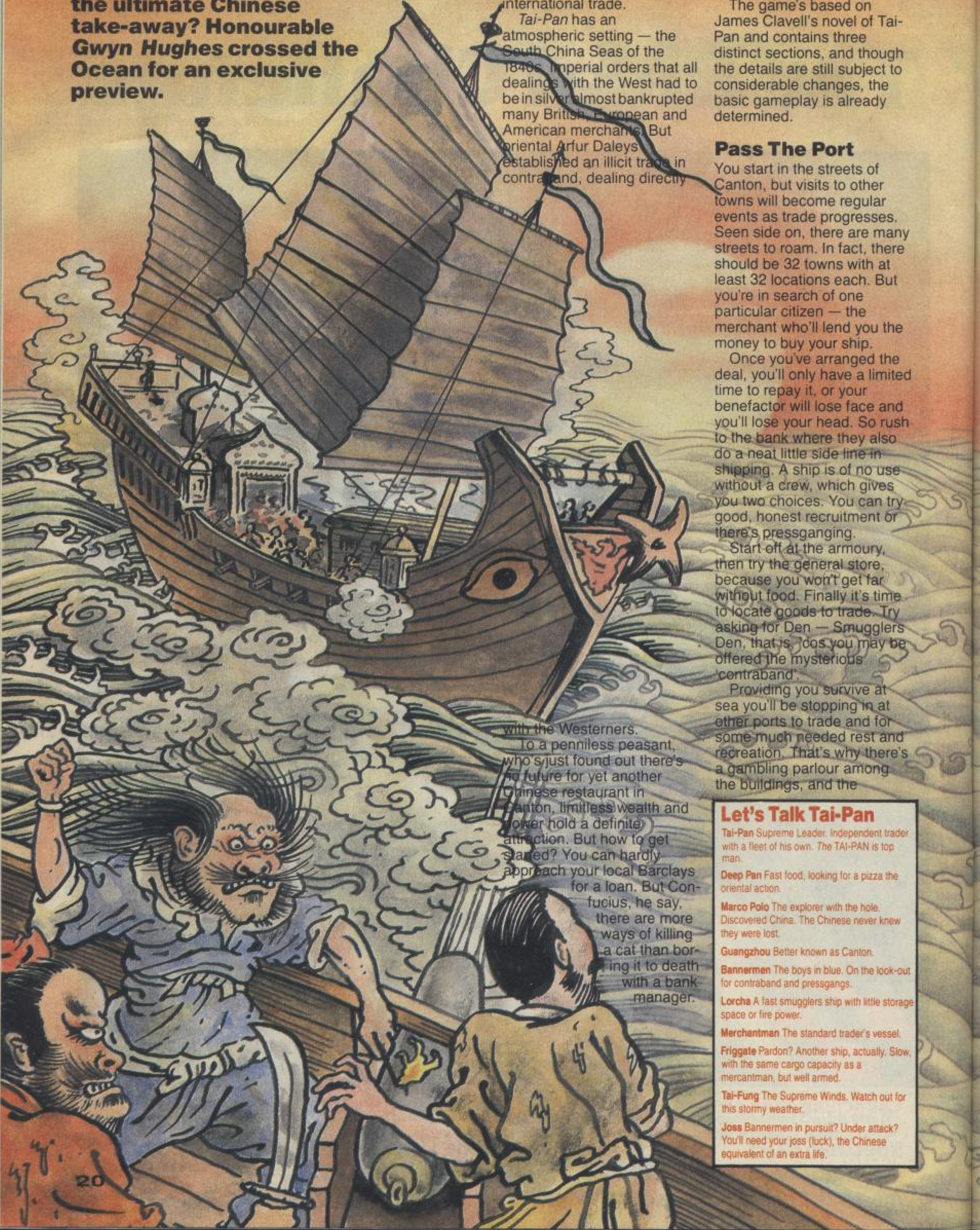
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TAI-PAN

Trading and piracy in *Tai-Pan* — the ultimate Chinese take-away? Honourable *Gwyn Hughes* crossed the Ocean for an exclusive preview.



This is the classic tale of rags-to-riches. One day you're so poor you've only got one chopstick. The next you're a merchant prince, dabbling in piracy and deeply involved in international trade.

Tai-Pan has an atmospheric setting — the South China Seas of the 1840s. Imperial orders that all dealings with the West had to be in silver almost bankrupted many British, European and American merchants. But oriental Arfur Daleys established an illicit trade in contraband, dealing directly with the Westerners.

To a penniless peasant, who's just found out there's no future for yet another Chinese restaurant in Canton, limitless wealth and power hold a definite attraction. But how to get started? You can hardly approach your local Barclays for a loan. But Confucius, he say, there are more ways of killing a cat than boring it to death with a bank manager.

Ocean's new mega-game combines trading with strategy and bloody combat as you try to reach the exalted level of Tai-Pan. And if it sounds a little like *Elite*, there's a lot of that classic's open ended addictiveness.

The game's based on James Clavell's novel of Tai-Pan and contains three distinct sections, and though the details are still subject to considerable changes, the basic gameplay is already determined.

Pass The Port

You start in the streets of Canton, but visits to other towns will become regular events as trade progresses. Seen side on, there are many streets to roam. In fact, there should be 32 towns with at least 32 locations each. But you're in search of one particular citizen — the merchant who'll lend you the money to buy your ship.

Once you've arranged the deal, you'll only have a limited time to repay it, or your benefactor will lose face and you'll lose your head. So rush to the bank where they also do a neat little side line in shipping. A ship is of no use without a crew, which gives you two choices. You can try good, honest recruitment or there's pressganging.

Start off at the armoury, then try the general store, because you won't get far without food. Finally it's time to locate goods to trade. Try asking for Den — Smugglers Den, that is, 'cos you may be offered the mysterious 'contraband'.

Providing you survive at sea you'll be stopping in at other ports to trade and for some much needed rest and recreation. That's why there's a gambling parlour among the buildings, and the

Let's Talk Tai-Pan

Tai-Pan Supreme Leader. Independent trader with a fleet of his own. *The* TAI-PAN is top man.

Deep Pan Fast food, looking for a pizza the oriental action.

Marco Polo The explorer with the hole. Discovered China. The Chinese never knew they were lost.

Guangzhou Better known as Canton.

Bannermen The boys in blue. On the look-out for contraband and pressgangs.

Lorcha A fast smugglers ship with little storage space or fire power.

Merchantman The standard trader's vessel.

Friggate Pardon? Another ship, actually. Slow, with the same cargo capacity as a mercantman, but well armed.

Tai-Fung The Supreme Winds. Watch out for this stormy weather.

Joss Bannermen in pursuit? Under attack? You'll need your joss (luck), the Chinese equivalent of an extra life.

completed game should include a simple way of raising capital by betting.

The other leisure activity is of a more — shall we say, physical nature! Visit Madame Sin's House of Pleasure and you'll walk out slightly less steadily and £100 lighter, but with a big smile on your face!

All At Sea

Did you remember to pack everything? Rubber swimming ring? Maps, compass and a sextant? What! You forgot your sextant? Raising and lowering the sails with some nifty little icons won't do much good if you don't know where you're going.

Once you take to the water you'll be given a crow's nest view of your ship as it sails the ocean blue. Now's the time to select a destination and set a course. But take care, because some routes are safer than others.

Watch out for the typhoons that whip up waves of a hundred feet or more. Great for psychotic surfers, but junk is just what your ship will be if you encounter one of these storms.

But why not live dangerously. The real adventure is at sea, where you can arrange secret rendezvous on deserted islands to conduct illicit deals far from the prying eyes of the town authorities.

If you get involved in ship-to-ship combat, your first task is to disable your opponent with cannonfire. Carry on shooting until the ship slows to a standstill — but don't overdo it or you'll sink your prize. Go alongside and you're transported to the boarding screen.

Board To Death

Captain Blood heroics come in here — suddenly it's you against a hostile crew. This section plays like a cross between *Gauntlet* and *Commando*. The savage sailors throw everything they've got at you while you charge, shooting from the hip or stopping for a swift slash with your cutlass.

Each time you lose a life you're reborn as another one of your sailors, but inevitably, your crew diminishes by one. The same goes for the enemy ship's roster. Luckily they're a fickle mob and if you kill their captain, which you do by reaching the bridge, they'll readily transfer their allegiance to you, in gratitude for sparing their lives.

Eventually you'll start to amass a fortune, made up from goods that you've sold, stolen, and ships that you've added to your fleet. Time, then, to remember your benefactor, because you can rest assured that he won't have forgotten you. If you want to continue up the ranks to Tai-Pan, you'd better repay that debt by the deadline.

Then you're all set to sail off into the sunset. Providing, that is, your ships haven't all been scuppered, you've not been pressganged while in town or your crew hasn't mutinied. Confucius, he say, those who tell you that sailing is easy are talking junk. Gwyn, he say, with its superb graphics and original gameplay, Ocean's *Tai-Pan* is anything but junk!

PASS THE PORT

Any old port in a storm, as they say, but this is where all the buying and selling takes place, so keep your eye open for a bargain!

• During your wanderings you'll find a number of objects. Don't try to pressgang recruits until you've found the truncheon. And don't forget to drop it before you try to drag them away.

A variation on this screen greets you at every port you visit, complete with its name spelt in the Chinese style. It may look empty now, but in the finished game it'll be a busy thoroughfare.

• When you're bartering with the smugglers don't try to push the price too low, or you may find the offer is withdrawn and you end up in a back alley with your throat cut.



Brass in pocket but silver in hand. The first two icons are for buying and selling, indicated by giving and taking coins. See, you never knew you could understand Chinese!

This window will contain your inventory, plus scrolling messages as you communicate with the populace.

Saving and Loading are vital features in a game of this scale. To ensure that *Tai-Pan* takes over your life, these were the first routines that were written.

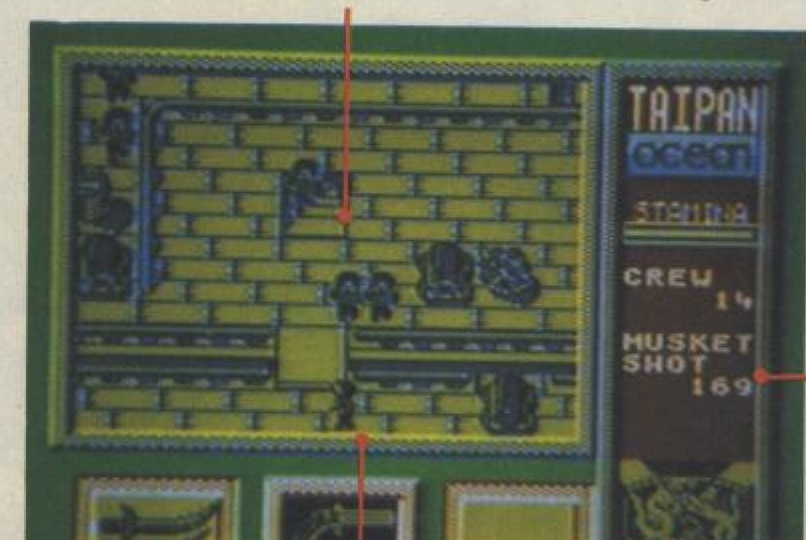
BOARD TO DEATH

Problems, problems. Here in level 3 you're trying to attack an entire ship single-handed. What are you, a pillock or summat?

• When you attack a ship, don't get trigger happy, you'll need its crew so that you've got somebody to sail it back to port.

Into action on the deck and the sailors will pour out of these hatches to defend their ship. Go straight at them and cut a path to the bridge.

Ammunition is limited to the amount that you purchased back in port, so don't fire indiscriminately or you'll lose your source of ranged combat.



If you run out of shot, switching icons will arm you with your cutlass. You'll never lose this, but it means that you've got to get in close to the enemy, which is much riskier.

It's one against all, but luckily the odds are in your favour, in true *Gauntlet* style, so you should shrink the number of crew pretty quickly.

Though it's missing at the moment, this icon will give the command to quit. He who fights and runs away gets his feet wet if he misses the gangplank!

FAX BOX

Game	Tai-Pan
Publisher	Ocean
Price	To be announced.

Illustration: Nick Davies

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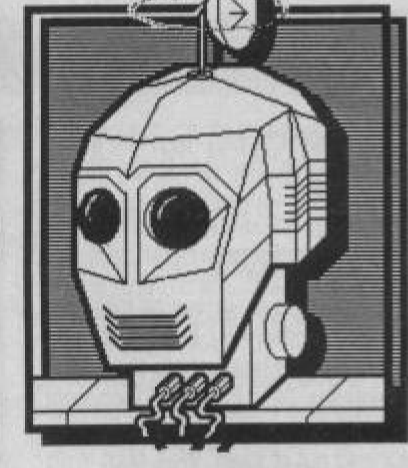
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HACK FREE ZONE



This is Radio Four. And now it's time for your monthly helping of *YS*'s resident soap opera, Hex Loader's Hack Free Zone — a simple story of everyday computer-generated folk . . . (cue tune) dan de-dan de-dan de-dan, dan de-dan de-daan-daan . . .

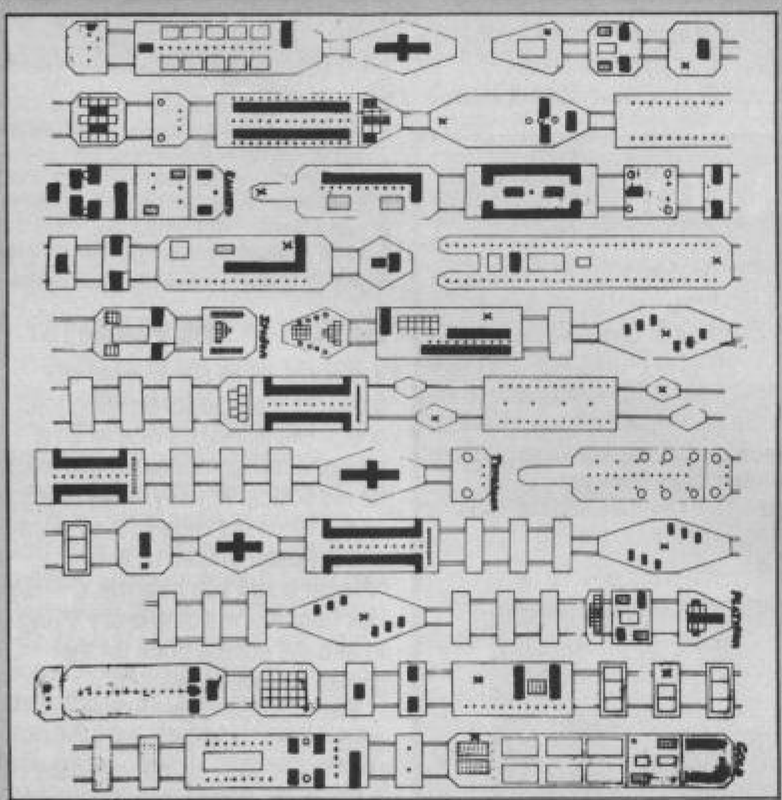
Oooo arrrr! Cor flip me wurzels and tucker me cordwanglers . . . if it ain't that blimmin' time again! When them fluffy lambswool overshorts get the chance to print some o'them there hints'n'tips. Stap me vitals! Scrumpy. Real ale. Sheep shearing. Assorted incomprehensible country phrases of dubious printability. Ahh, the fresh air in me tubes an' woires, the sting of the rain on me little metal 'ead, the mud splatters up me tentacles . . . at least I 'ope it's mud . . . the Ed threatening me with her editorial axe if I don't get on with it . . . eh?

Ahem . . . Hellooooo, I'm Hex Loader, the hints'n'tips farmer, and here I am in me field, diggin' diggin' the fertile ground for some fresh little nuggets of gamesmanship.

(Okay, so I couldn't afford to go to Dallas this month, but to be perfectly honest, I prefer the Ambridge Village lifestyle, anyway. Hmph! And the first person to say sour grapes gets my spade in the back of his head!)

'Ow be ye, alroit? Oim alroit. I mus' say I'm feeling a mite frootly today. Lordy knows why, 'cos my mailsack is bigger than a fat old bull, and the harvest time approacheth. (Must do something about these teeth. Clank. Clink. Tang!) Ah, that's better. (Gnash, gnash!) Right, on with the tips.

URIDIUM PART 2



As promised last ish, here is the second juicy and v. frootly bit of the super-triply-chocca-doobly *Uridium* map, with nuts, strawberry sauce, and Heinz Wolff. Many thanks for this splendid feat (and since this is the second part, I s'pose it's a pair of feats) of liquid engineering by the amazing and world famous **Dave** of Didcot. Have a badge . . . what? We already gave you one? Well have another one. One for each ear. (Hah!)

GAUNTLET

Okay, okay, okay! I know about the SYMBOL SHIFT cheat on *Gauntlet*, and I said so last month! But I'm still getting twice as much mail about this cheat than any other tip in the whole flippin' village mailbox! What's the matter with you people? Right, once and for all, pressing the SS button allows you to walk through walls, alright?

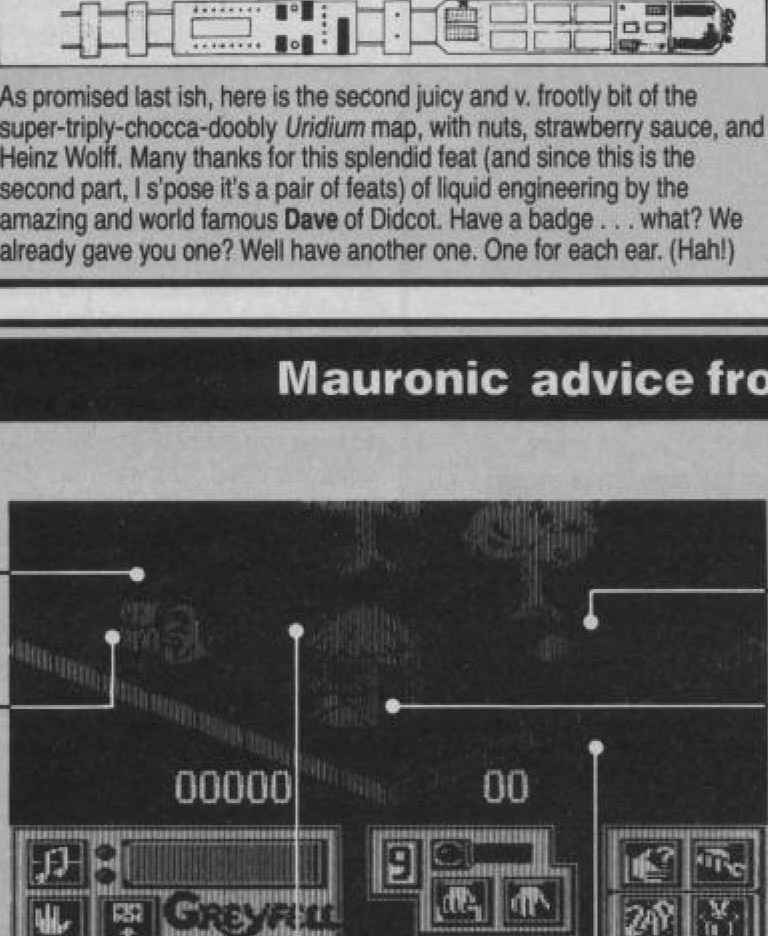
Tsk! I dunno, some folk couldn't bale hay if you gave 'em a pitchfork!

SHAO-LIN'S ROAD

Yee-hah! Mitsukiku! Ahhhh-chooo! My word, this cold air is giving me the sniffles. Still, while I'm in a sneezy mood, I s'pose it'd be a good time to tell you about my old friend, Farmer **Daniel Leclerc.** He's just bought the old vineyard down the road in Scroggleton, and he was telling me the other day in the snug of the Old Bag And Footrot about this tip he's got for that *Shao-Lin's Road* wotsit.

"Play the game as normal", 'e says to me, **"until there's one man left. Then avoid him and kick loads of them flying disks and crocks, 'cos the more points you get, the more lives you get!"** Well, you could've knocked me down with a tractor, but it's true. **"Then when you have enough lives, kick the man**

GREYFELL — Mauronic advice from Colin Dredge



Up here there's a carefully guarded cup. Don't bother trying to pick it up — you can't. You'll orb-viously need it later, though, so remember where it is.

Normo Tebbs he may not be, but the wise cat's a cool dude to boot. Don't waste spells on those irritating rodents — wait for them to come up to you and punch 'em instead.

Just hidden behind the roof is a hole down to one of those subterranean chambers which so often provide that nutritious plant food that keeps you going. This one doesn't though!

Oaktually, this little acorn ain't a lot of use to you at the start, but try using it when you come across a suitably decorated door a little later. This'll help you make that flag.

Inside the bar you'll find Potbellius, the canine landlord. When you give him what he needs to serve his snorts he'll be some help. Only then will you have vision!

Down here wanders Hitormis, the wise owl wizard, but you won't get a whit or a woo from him until you've learnt to spell "book" correctly. He's clued up, especially if you're after a bee.

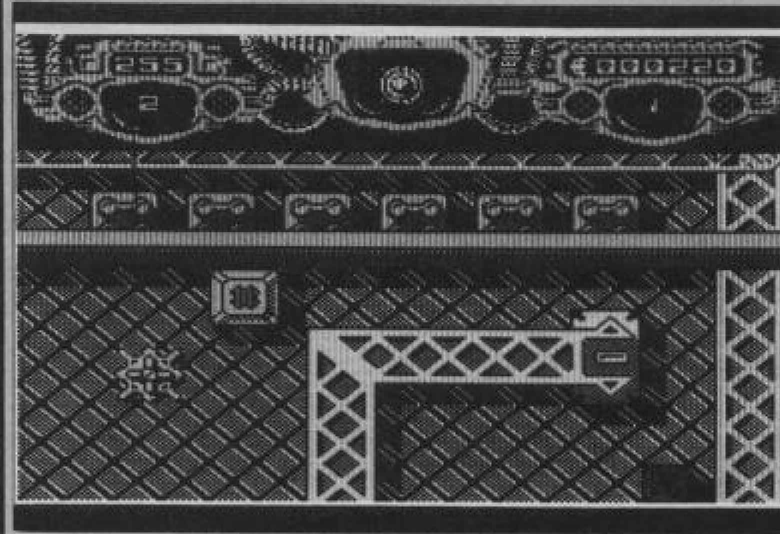
and GUTS!" Oo-er! I don't like the sound of that. Still, he bought me a pint of oil, so he can't be all bad!

TERRA CRESTA

Mysterious chappie walked into the village the other day. Didn't catch his name. He just handed me this sheet of hints for *Terra Cresta*, lit a cheroot, hopped on his mule, and clip-clopped out of town. Well, **Man With No Name**, if you don't send in your name, you won't get a badge, will you? Never moind, here are his tips .

"Don't fire like crazy, as you can only have two shots on screen at a time. Try to shoot the small bunkers as quickly as possible, as these keep firing at you. The larger ones can only be shot as they open. When you come up to a silo, shoot the bunkers around it to release, shoot any aliens around it, then pick up the extra hardware. Beware of the aliens that come up underneath you. ie, first wave. Once you've got Terra Cresta (a very large bird) don't be afraid to go over the shots 'cos they won't harm you. Use formation mode wisely, as the ship splits up — you must not allow the bottom ship to be hit, as this destroys the whole ship. After the 6th stage, when you get killed *nothing* comes at you (apart from the shots from the bunkers) and you can build up your ship to Terra Cresta, and start the levels again but with better firepower. Using these tips, you'll soon get used to the alien patterns. I had the game a week and I clocked the score and the bottom half of the screen started to change colour" Cor, perhaps it's ripe enough to pick? Well, thanxx Man.

SHADOW SKIMMER



If you're hoping to make it to the second level, here's a sight you don't want to see. The flashing blue-and-red cross tells you that this is the device you've got to get rid of before you can go any further. Firing won't have any effect (*Yes it will — you're fired. Ed*) — what you must do is dodge down the hatchway on an earlier screen (numbered 77) and zap out the thingamajig down there. Then when you make it through to this stage, the flasher will have gone and you can move on to level 2. Simple, huh?

BMX SIMULATOR

Riders ready, Pedals ready, Go go go go! (Daaan-dan dan dan daaan!) Wow, them little Darth Vader types on wheels never give up, do they, eh? Cor, I betcha **Victor Bell** doesn't either, 'cos look what he's sent me! That'll get your chains rattling.

1

Don't press the pedal until the bar at the bottom says Go. This way you'll pull away from your opponent. Pressing it when it says Riders Ready and keeping your finger on it isn't the easiest way.

COURSE 4



2

Instead of following the dotted line all the way, ride over the asterisk and rejoin the course. There's less chance of crashing and it's quicker!

COURSE 5



3

It's best to let the computer go first on this course, then follow him because he slows down between the two asterisks so you can ride straight through him without being knocked off if you're going fast enough. Follow the blue arrow when you come to it — it's about four seconds quicker.

HAYLP — THE PLANETS

You know, as an old wrinkled tips farmer of many years standing (and one or two sitting) it's nice when a young farmer comes along and asks for my advice. Anyway, I was sitting on the fence (as usual) the other day and **P. Foster** tripped by wailing **"Please could you help me, O Wise Hex Loader, I'm going crazy trying to find the access code for the games' database system!"**

Well, my young pair o' fluffy slippers, the code you seek is MARTECH! Now nip off, and don't say I never give you anything! Hah! Charming child.

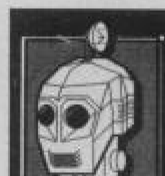
FIST II

Now there's a thing! There's somebody doing Kung Fu on my scarecrow! Oi! Who do you think you are? **"I'm James Sammon (no jokes or else!) and I've escaped from the island, sailed single handed up the Oppopopapoppomopoopipopopo river on a waterlogged matchbook to bring you the best Way to complete *Fist II*."** Oh, well you could've got dressed! (Tsk! He's still wearing his pyjamas. Rum sort of fellow!) **"It's simple . . . so I'll be a bit cryptic. Just go Right and Up until you can go no further. Then go Left until you reach the ladder going Up. Go Up it and then carry on going Right and Up. Follow this procedure until you find a temple to the far left of the screen that leads to the gas chamber. Meditate then walk Right and fall into the gas chamber. Having meditated, you're safe to walk back out. Go back right, but somersault this time and you'll find yourself in a purple coloured cave. Kill the Buddha (or whatever the flip it is) and the 'completed' message pops up!"**

Well, I'll be a kickstart on a donkey! Thank you, short person. Now take yourself off and have your breakfast . . . and get out of them pyjamas, it's time you were dressed. I dunno, some folks just can't get up in the morning!

HELPLINES — MEGABUCKS

Reach out and touch . . . (doobie doobie) . . . somebody's hand . . . (ting!) . . . make this world a better place . . . (loobie loo!) . . . if you can! Ahhh, I jest lurve that soul music, good old Diana Ross, Marvin Gaye,



Okay, you guys. So you sent me some mail. But don't think it's gonna stop there, no sirree! All you Space Harriers, Frogs, Wizards, Space Pilots, Tank Commanders, Zubs, Small Furry Creatures from Alpha Centauri, Hitch-Hikers, Slime blobs (G'night John-Boy! G'night Slime blob!), Old jokes, and even T'zer had better getcha joysticks working, 'cos I need them tips. I'm not kidding.

Playing tips can be just one or two pointers to better play, or a blow-by-blow solution to the whole flippin' game! Maps must be drawn in ink (black is best) on white paper, with a view to being shrunk to fit on the page. So get mapping and zapping bee-cause... dan-daaaaaannnn ...every one we print in The Zone gets a brand spanking (whack!) new badge!!! They're real nifty, too! Send your epicentric epistles to: Hex Loader, Hack Free Zone, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Aretha Franklin, Mad Lizzie and Amos Brierley . . . And just to prove the point, here's a man who's reachin' out his hand, for those of you who can't, I say, just *can't* play *Megabucks*.

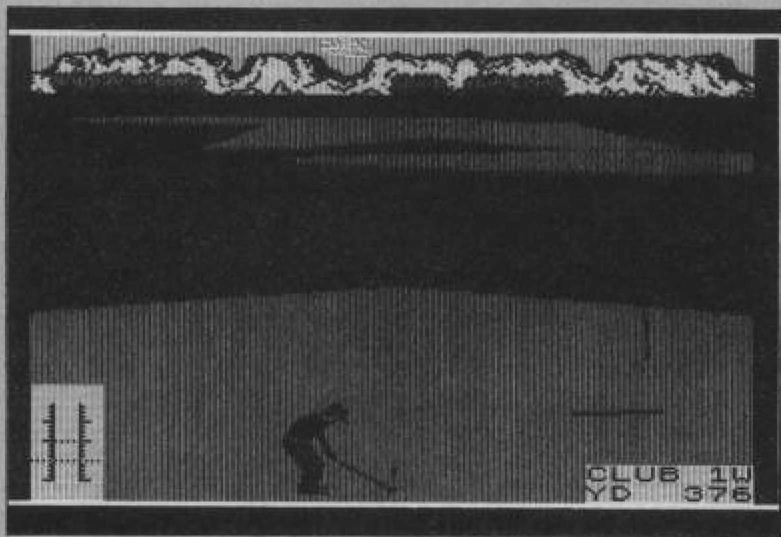
"I would like to give any help to anyone who sends me an sae stating their problem (With the game, perv!). I am Jason Millson, and you can write to me at 12 Wildmoor Walk, West Leigh, Havant, Portsmouth PO9 5QZ."

Ain't that neighbourly, eh? If any of you folks (blues and country'n' westerns) out there have a level of expertise in *any* little old game, send me your name and address, and I'll post it on this very tree right here in the middle of the Zone, and all the world and his hamster can write to you! How's that for a good deal?

INFILTRATOR

It's a fine life, this hint farming. Up at the crack of dawn. Into the fields and harvest a bag load of hints before breakfast. Back out into the fields after breakfast. Stay in the fields all day until sundown. Drag yourself in to sort out the hints from the tips before dinner. Fall asleep with your face in your dinner. Wake up, scrape the Eggs Benedict off your chin. Flop into bed ten minutes before you get up again . . . Hmm. Come to think of it, it's a pretty foul life actually! *(Lots of chickens eh? Ed).* Hey, **Norman G. Morton**, take their minds off it all with some *Infiltrator* hints, while I sit here and have a little sob! **"Okay, Farmer Hex! I noticed you printed some Enemy and Friend codes. But your correspondent missed a couple each of the really important ones. For the Enemies he missed KOMIE and WEASLE and for the Friends he missed GEOFF and DWEEZIL. Here are some general tips. As fuel is pretty tight, don't attack or fight with other aircraft, and keep airspeed between 250-300, or the battery will overheat! Apply turbo as soon as possible, turn off when it begins to overheat, but turn on again when it cools off. Proceed in this way to the Enemy HQ. Then set whisper mode, slow down air speed to zero, and descend to 100 feet, making sure you get your chopper level before you go any lower. Then drop down very slowly, just nudge the joystick! Watch it! If you go down too quickly . . . BANG!! . . . back to the beginning you go!"** Well (sniff) I s'pose you would, eh? No, it's alright, I'm feeling better now. A good blub always clears my tubes!

LEADER BOARD



One of the trickiest of all 72 holes, the 376-yard par 4 14th on the fourth and slimiest of the courses. The first island is smaller than you'd think, but a well hit 6 or 7 iron should get you there safely. If you're feeling more adventurous, go for the second island which, though you can't really see it from here, is bow-tie shaped, with a very small knot. Choose your 1 wood and aim dead centre — the inevitable hook or slice will carry you onto safer territory. (If you're playing on the professional level, with the added hazard of wind, then the best of luck, if the wind indicator is anything to go by!) When you reach the bowtie, an 8 or 9 iron should see you home and dry.

SPACE HARRIER

I feel like . . . I feel . . . I think I'm going to . . . Oooooooo arrrrrrr! There! I did it! Really, I couldn't help myself, it's all this fresh air . . . it makes me feel so darned rural!

It sort of makes me want to live somewhere out in the country, a gentle town in the back of beyond, like . . . like Cambridge! Ah yes, punting down the cool and trendy Cam, my best girl by my side . . . splish splosh. **"Actually, there's more to living in Cambridge than that."** Huh? Who's that? **"It's Edward Hoskin of Cambridge."** Okay then, what else is there to life in Cambridge? **"Well there's getting a score of 14,260,867 on *Space Harrier*"** Oh.

"As well as that, I've made a quick note on the many different levels too. They are as follows:

MOOT	**MINEA**
GEEZA	**BONUS**
AMAR	**DRAIL**
CEICEIL	**ASUTE**
BONUS	**VICEL**
OLISIS	**NARK**
IDA	**ASYMBEL**
REVI	

In Asymbel you battle against all the creatures. Godan is the fierce two-headed dragon, Squilla is a one-headed dragon, Salpedon is a two-headed skeletal dragon, Botha is a one-headed skeletal dragon, and Barbarian, Valda and Ida are spinners. At the end of the game a message appears on the screen, saying 'Congratulations You Win!' and next Uriah The Friendly Dragon picks you up and carries you off into the distance. A final message says 'The End'. Aaaaaaah!"

Blimey! Well diggle me donglers.

THRUST

What a fine and thrusting column this is! Hey wow wow wow wow! I don't believe it! A mapette *and* tips for the first four planets of that thrustiest of games . . . *Thrust*! (Wee-hoo!) Yep, it's here, here, here! And we've only got **Alasdair Spinner** to thank for it! Watch out for the map later but here are those all important tips:

"Don't use the shields unless it's really necessary, because using

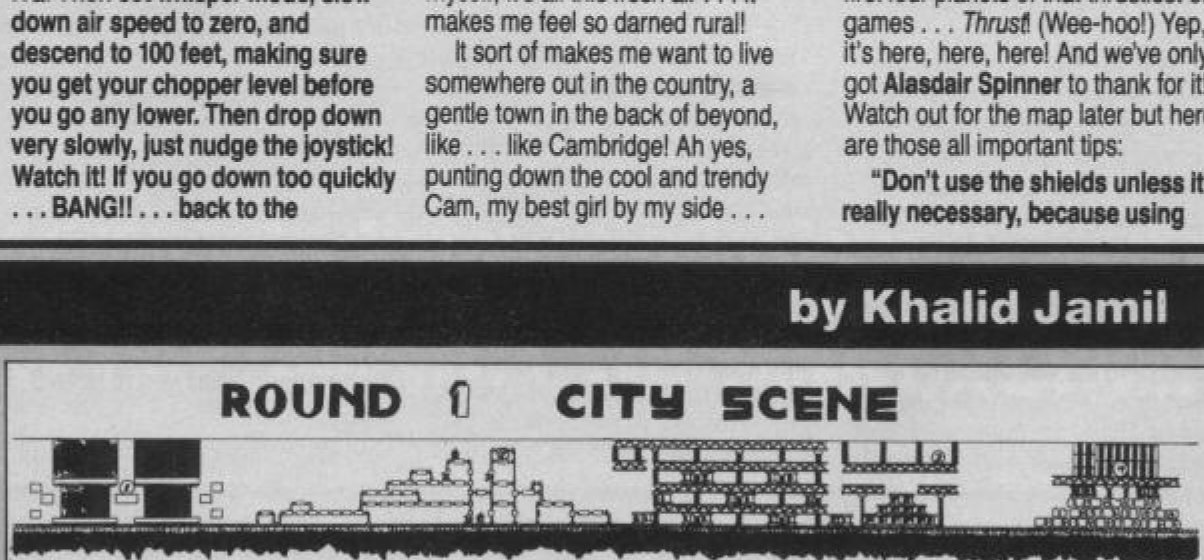
COBRA

by Khalid Jamil

From the geezer that brought you the Howard the Duck picture, the multi-penned **Khalid Jamil**, comes a super stupendous mapette of the world's most difficult game, *Cobra*.

Seeing as how this has got to be the most difficult game this particular metal columnist has had the misfortune to fail at (ahem), I think Khalid deserves a pat on the back. (Wap). Well done, my little mushroom omelette. A pair of mittens with the string up the sleeve and a super dooper scooper badge are winging their way to you as we speak!

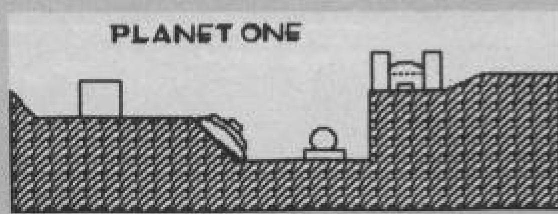
Using the key on this map, you can find all the weapons you might need to finish the game; the knife, the handgun, the laser sighted machine gun, the invulnerability pill, the rubber truncheon (surely not?) Well, 'Crime is a disease', so I s'pose Sly Stallone's bowl of chicken soup!

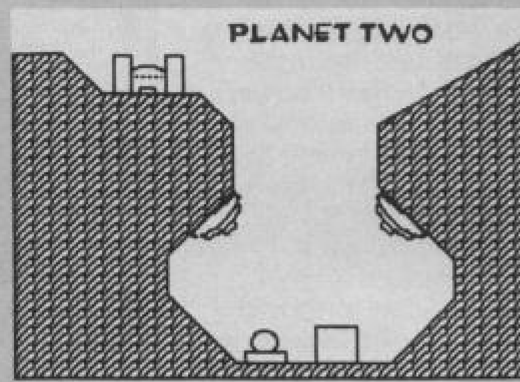


THRUST

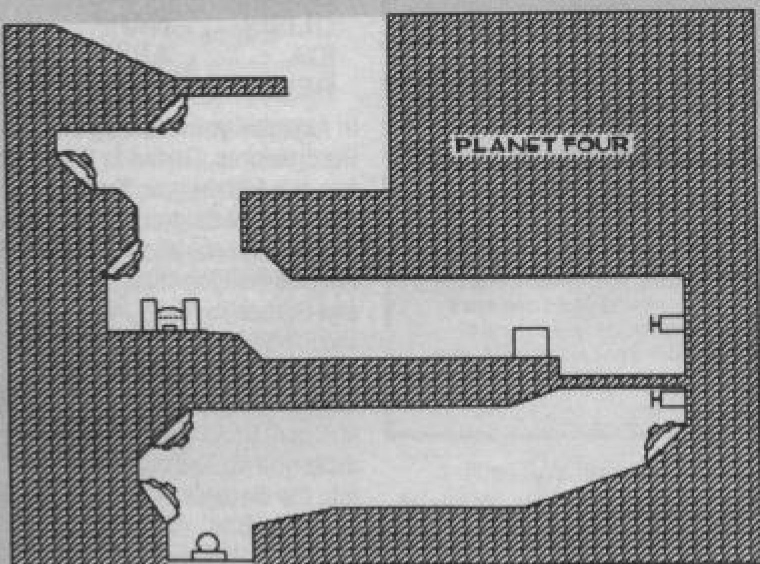
by Alasdair Spinner

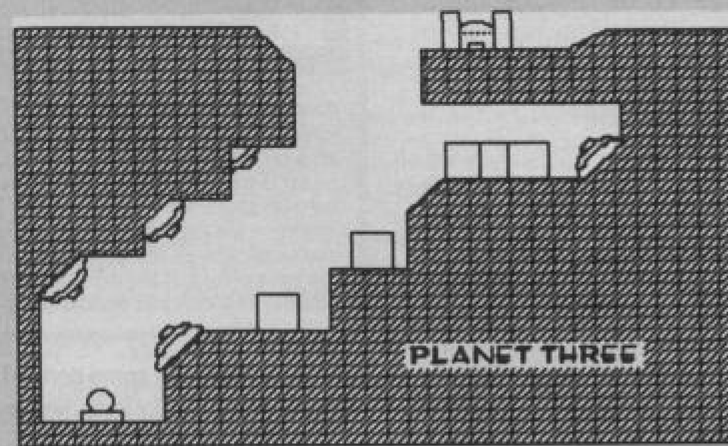
Hah! And here it is! It looks like a *Thrust* map, it tastes like a *Thrust* map . . . and by golly it *is* a *Thrust* map! Gee whiz! All done by the fair pen of spiffy liffy miffy **Alasdair Spinner** of sunny Pitlochry in Scotland. Just so's you know what to expect when you plumb the depths of those spooky planet caverns. Brrr! Thanxx again, Al! (Don't mention it!) I just did!











them drains your fuel very quickly. You can destroy a planet before you even have a pod . . . when this happens, you automatically go on to the next one. Only blow up planets One, Two and Three because you won't have any time for the others. You can blow the pod up yourself when you're carrying it, so beware. Always blow up guns and use fuel cells on the way in towards the planet, because it'll only get in the way when you're towing the pod back again. On planet Four you'll encounter a dead end. To get past this, shoot the switch and the wall opens for a short time." What can I say, Al, but thanxx. Thank you from the heart of my bottom. (Oo-er) And stop diggin' up my hints, over there! I'm leaving them in to grow for another month. Tsk. Pesky tip crows!

ZUB

"Friends, Romans, Countrymen! Lend me your ears . . ." I haven't got any ears, **Brian Corr**, but you can have an audio receptor! **"I've got some clues for *ZUB*."** You have? Well, that's different. Have two ears, they're not very filling. **"Okay. (chomp). Right, here's how to complete *ZUB*. When you start press 'O'. Zub himself will change into a scanner to tell you when you're at the top. When you're just below the top platform, weave left and right, and you'll see 2/3 platforms. This is the good bit."**

Level One
2nd platform takes you to Level 3

Level Three
3rd platform takes you to Level 4

Level Four
2nd platform takes you to Level 5

Level Five
2nd platform takes you to Level 6

Level Six
1st platform takes you to Level 7

Level Seven
1st platform takes you to Level 8

Level Eight
2nd platform takes you to Level 9

Level Nine
2nd platform takes you to Level 10

Level Ten
1st platform takes you to Level 9

Level Nine
1st platform takes you to Level 7

Level Seven
3rd platform takes you to Level 6

Well, thanxx, Brian.

Okay, the sun is sinking slowly in the west, and my heavy day's work in the field draws to a close . . . what lies in store for us tomorrow? More of the same? Or a pleasant surprise, in the form of a trip to the jolly old seaside? Who can say? With Hex Loader, the only thing you can expect is the unexpected.

Byeeee!

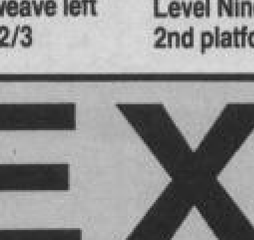
Click Bzzzzzzzzzzt!

HEX'S HEROES

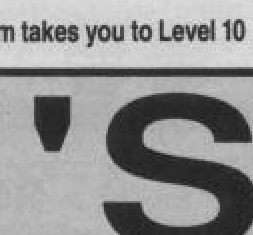
Click bzzzzzzzzttt! Hi there, I'm back! Back back back! I say, back! Did you miss me? (No!) When I was away? Boy oh boy oh boy have we got a huge hump of happy Hex's Heroes this time! (this time, this time, anuvver one ta check out, Brains!) And talking of brains, we've got a celebrity first up in the Heroes, yep, I bet you recognise him from his picture . . . yep yep, (there an echo in here?) it's that well known Mensa member genius and rubber computer manufacturer, Sir Clive Richard Beattie . . . Oi! This isn't Sir Uncle Clive at all! It's flippin **Richard Beattie** holding up a mask of Sir Uncle Clive! **"Yes, but I've been round Konami's *Country Club* with a score off -6. Good eh?"** Oh. Okay, I'll let you off., but take that mask off . . . Ooo, he looks just the same underneath!



Richard Beattie
Country Club/–6



Brian Kneen
Gauntlet/348,614



Wagner Hide Ikeda
Lightforce/1,142,850

One person who doesn't look the same underneath is **Brian Kneen** . . . well, he's not wearing a mask! Hah! You wouldn't know it, though, but he's a wizard! No really! He is! He's scored 179,165 as a wizard in *Gauntlet*. He's got 348,614 as a valkyrie, but he doesn't look like a female warrior either. Still, at least he doesn't look like Uncle Sir Clive, like our other chummy! Tsk!

And finally, speaking of valkyries (subtle cultural linkette there) we have **Wagner Hide Ikeda**, with his sooper dooper nooper looper score of 1,142,850 on FTL's flippy lippy nippy dippy *Lightforce*, with five lives left. Well, my little German composer, you're welcome in my Götterdammerung any old time!

Thassit! I've flippin' well had enough! Click bzzzzzzzzzzzzzzzzttttttt!!

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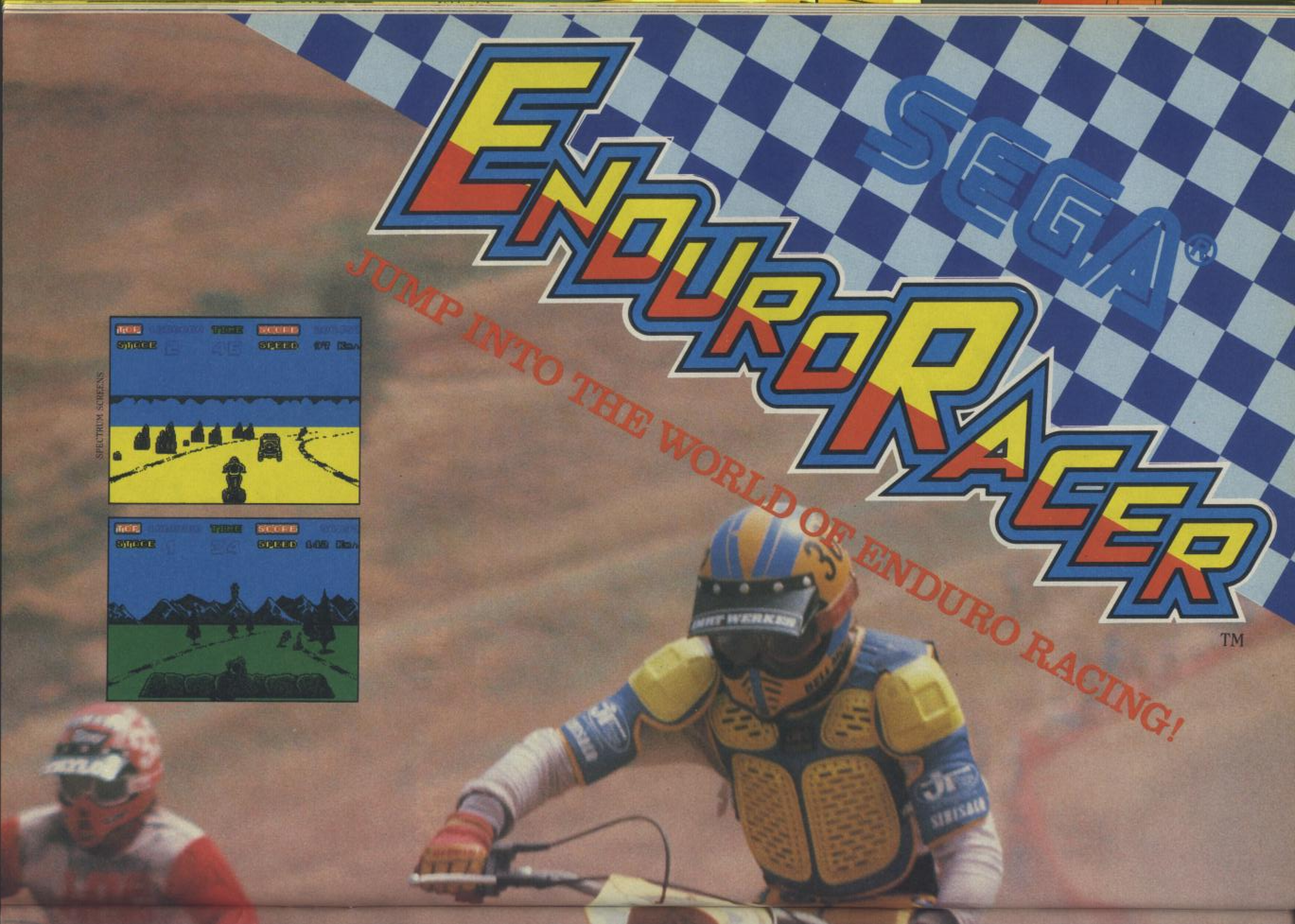
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Amstrad screenshots
FIREBIRD

YOUR SINCLAIR FANZINE OF THE YEAR

And they keep on coming! It's a boop-di-bop and a hip-hurrah for the latest in our YS/ Domark Fanzine Of The Year winners! From the Big Smoke, welcome *The Bug*.

No, it's not the latest gruesome sci-fi flick (experimenting scientist turns into Speccy games player, with full disgusting special effects), but the third winner in the *YS*/Domark Fanzine Of The Year Compo. We've had pots of entries, and they're still flowing in, so why not send us yours? Every winning mag gets a cheque for £50 and a framed certificate, not to mention the worldwide fame, celebrity parties and hordes of raging fans that'll follow as a matter of course. And at the end of the year we'll be choosing an overall winner and inviting the fanzine's production team up to *Your Sinclair*'s spacious and luxurious offices to write a special *YS* feature. So don't just sit there – send us yer 'zines!

This month's winner is *The Bug*, and after reading about it you'll be itching to get a copy. Jaron Lewis, 16, is one of a four man editorial team who've been running the mag for an amazing 28 issues. Here he is to tell you a little about how it's put together. "We started in September 1984 and now publish around ten issues a year. It takes two weeks to produce the articles, followed by half a week's proofreading and rewriting and a week's paste-up. The layout's a bit naff at the moment but we're getting better! We review any game sent to us – if they don't send 'em, we won't write about 'em!" 15 year old Jeffrey Davy and Kelsey Lewis, 14, have also worked on *The Bug* from the magazine's earliest days, while 15 year old Danny Marcus joined the staff only this year. With their small team of contributors, they review most of the games around for the Spectrum, Commodore and Amstrad, and there's also the usual blend of news, features, compos and playing tips. They sell around 250 copies of each issue, mainly by mail order, and distribute another 1250 to computer dealers through CSD.



A veritable cornucopia of Eds (ie there are loads of 'em), what with (l to r) Jaron Lewis, Kelsey Lewis, Percy the Potato, Danny Marcus and Jeffrey Davy. Phew!

If you'd like to net a copy of *The Bug*, send a cheque for 40p (made out to Jaron Lewis – he's the money-bags) and a large sae to Bug Publications, 28 Leaside Avenue, Muswell Hill, London N10 3BU, or try your computer shop.



A lively and effective cover that should draw the potential reader to the goodies inside. *The Bug* is printed in A5 so it's difficult to make a huge impact on the cover, but that dragon really jumps out at you (even if the game isn't up to much). The only real weakness is the logo, which rather pales besides that example of reptile fury on its right.



***Shao-Lin's Road* is one of 53 games reviewed, of which 34 are on the Spectrum. The Buggies tend to have problems printing their screenshots – though this isn't one of the clearest – but the reviews clearly show the team's enthusiasm and knowledge, even if they do disagree with *YS*'s judgement from time to time (hem hem).**

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Boing! Time to win fifty copies of Gremlin's bouncy new arcade game — Thing Bounces Back

YS/GREMLIN COMPETITION

SPRING IS IN THE AIR



"Hello," said Dougal. "Something very peculiar is going on in the garden. Have you noticed?"

"No," said Florence.

"I can feel it in my paws," said Dougal as he glided over to Mr McEnry's greenhouse. Vrriiimmmm . . . "Where's Ermintrude?" said Dougal gruffly as Mr McEnry fell off his bike. "Playing with Zebedee," said Mr McEnry, dusting himself off.

"I beg your pardon," said Dougal, lifting an eyebrow.

"They're playing a new computer game from Gremlin called *Thing Bounces Back*," said the wacky gardener. Vrriiimmmm!

"What on earth . . .," exclaimed Dougal.

"Wheeeee! This is such fun," squealed Ermintrude, bouncing into view.

"Have you gone stark raving mad?" asked Dougal as Ermintrude leapt around like a thing on a spring.

Crunch Crunch Crunch!

"Hi there, man. Like, far out. What's happenin'," said Dylan.

"Oh, good grief" said Dougal.

"No, I'm not loopy, my little doggy deary," said Ermintrude loopily. "I'm playing this wonderful new game. It's got this loveable little thing on a spring that bounces about collecting bits of software, so he can re-program the factory computer to produce nice toys instead of nasty ones. Ooo, and do you know what? He looks just like that cute little Zebedee! Whoopee!"

"You're about as subtle as a belt in the mush with a wet cod!" Dougal muttered crossly.

"Oooo, you insolent little pup. Take that!" screeched Ermintrude.

Crash! Bang! Crunch! *Boing.*

"Time for bed," said Zebedee.

Not that you'll want to go bouncing off to bed once you've got your mitts on Gremlin's great new game — *Thing Bounces Back*! There are maps to make, mazes to wander round, lifts to go up, slides to slide down and lots and lots of bouncing to do. Thing's got to avoid water, or he'll rust up ("Anyone mention me?" said Mr Rusty) and if he bashes into the pipe goblins he'll bounce backwards, 'cos they put him into auto-reverse.

50 copies of this whizzy game are bounding around just waiting to be caught in this dead easy compo. All you've got to do is fill in the speech bubble with some witty prose, complete the coupon and bounce the whole page, or a photocopy, off to the Boing, Time For Bed Said Zebedee Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Rules

The 31st of May is the closing date so you'd better hop to it.

If employees of Dennis Publishing Limited and Gremlin try to enter this compo they'll be heading for the high jump.

The Ed's decision is final — if you argue with her she'll tell you where to pogo.

I've got a spring in my step, and to prove it, here's my saltatorial (*What? Ed*) caption.

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INTO THE EAGLE'S NEST

YOUR SINCLAIR MEGAGAME

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Marcus You're the best. More than the best. The bestest. That's why you get the messy jobs. Like infiltrating the stronghold of a top enemy commander and rescuing three fellow saboteurs. Like blagging all the commander's loot along the way. Like wasting the seemingly infinite number of guards that're chasing after you. And then blowing up the whole shebang by setting off a series of hidden detonators. It'll need the super-dooper-ding-dong-bestest saboteur on the team just to get past the firstest hurdle.

This is the background to your mission — growing troop movements (can't they get that seen to?) have been detected in what was previously considered a strategically unimportant area. Three spies were sent in, but although they were the best, they weren't quite best enough to avoid getting caught. This is where you come in (points at door).

Into The Eagle's Nest is the first game on Interceptor's new Pandora label, and it's no more than a huge excuse for another version of *Gauntlet*. Out go the wizards, spells and all that mystic bilge, and in come the atmospherics of an Alastair Maclean-type war film, probably starring Gregory Peck — but it's still the big *G* under any other name. The sprites are much larger and the backgrounds more detailed, and if there's any substantial difference between the two, it's one of emphasis. *Gauntlet*'s one of the best and most addictive shoot'em ups moolah can buy. *Into The Eagle's Nest* needs a little more strategy, and much more care.

For example, you start with just 99 rounds of ammo. Although you can restock fairly regularly, you're never in a position to spray bullets around in the luxurious way you could in the Glove. Similarly you can't let yourself get hit all the time, 'cos you'll be deader than dead — deadest, in fact — within seconds. Your 50th hit will be your last, and that's norralot when you're battling through this game. Keep clear of the guards, fire at a distance (it's just as effective) and use any cover provided.

Of course, with all this scenery and detail, it's no great shock that *Eagle's Nest* is a touch smaller than its forbear — eight levels rather than lots. But each level takes much longer to complete, and may need revisiting, especially if you're planning to escape. As you move around the maze, you pick up keys (to open doors), ammo (15 rounds a time) and occasionally you'll find cold food and first aid to pep you up. Paintings and valuables are spread around — sometimes visible, often hidden in crates. Explosives are everywhere, and if you get that far, you'll eventually use them to blow up the castle. But they're also liable to go up, taking you with them, if you shoot at them — another good reason for being careful. On most floors there are detonators — fire at them as you pass, 'cos when you've zapped the last one you've not got long to escape before the whole place goes west. (That's the plan, y'see.)

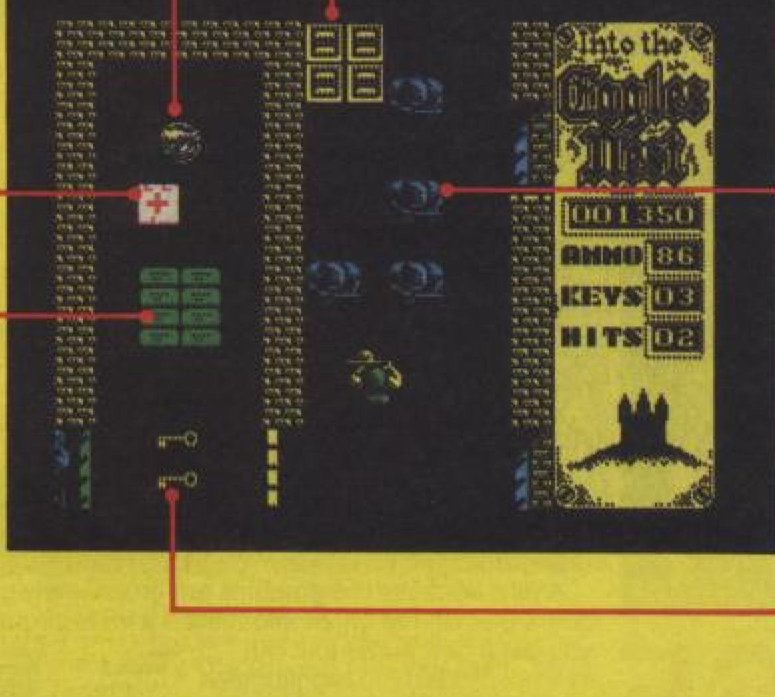
It's all great fun, and a worthy variation on what's already a classic theme. It's nowhere near as fast as *Gauntlet*, but it's harder and more challenging. And it's fun to be zapping Nazi stormtroopers for a change (look at the cover if you don't believe me). So drop those wizard togs and let's hit those huns, eh, chaps?

Graphics
Playability
Value for Money
Addictiveness
9

A plateful of nosh takes ten hits off your wound tally. There aren't many per level — check where they appear and come back for 'em when they're needed.

Save the First Aid kit for when you're in real stück — it'll wipe out all the hits you've sustained and leave you healthy and glowing, full of beans and probably toast as well.

Each ammo cartridge has 15 rounds of instant death for you to dish out. You can only carry 99 rounds at a time — pick up any more and you'll just waste it.



While the explosives make good cover, don't under any circumstances fire at them — you'll be blown to atoms by the explosion. And remember there's only one life in this game!

One shot will kill a guard, at least in the easier version. Guards don't fire at you, they just attack when they've caught up with you. Their movements are entirely predictable, so you can work out surefire ways of keeping yourself out of their reach.

Keys open doors — yep, such are the miracles of modern technology. There aren't that many of the critters scattered about, and you can't afford to ignore them, so don't.

SCREEN SHOTS

The boys (and girl!) are back in town! *Marcus Berkmann, John Molloy, Rick Robson, Mike Gerrard, Gwyn Hughes, Phil South and Rachael Smith* are here to bring you all the best reviews on the latest Speccy games.



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

ARKANOID

YOUR SINCLAIR MEGAGAME

Imagine/£7.95

Marcus Vaus ist los? A spacecraft lost in the perilous backwaters of space and time? Cast into outer darkness, though it seems reasonably well lit to me? Ah, but you know what *Arkanoid*'s all about — it's that viciously addictive update of the mother and father of computer games, *Breakout* — all battering balls against bricks, but with knobs on. It wowed 'em in the arcades, and now all 33 screens of nut-crunching action have been converted to the Speccy. Imagine has done a fine job, and the result is one of the best games you'll see on the Spectrum this year.

Yes, I know we've said it before, but it really *is* that good. Each screen has a different pattern of bricks to knock off, and they're all extremely tricky — at least I think so, since I haven't got beyond level 9 yet. Most bricks need just a single hit, but silver ones must be pinged twice (and on later screens, anything up to five times) and gold ones are indestructible.

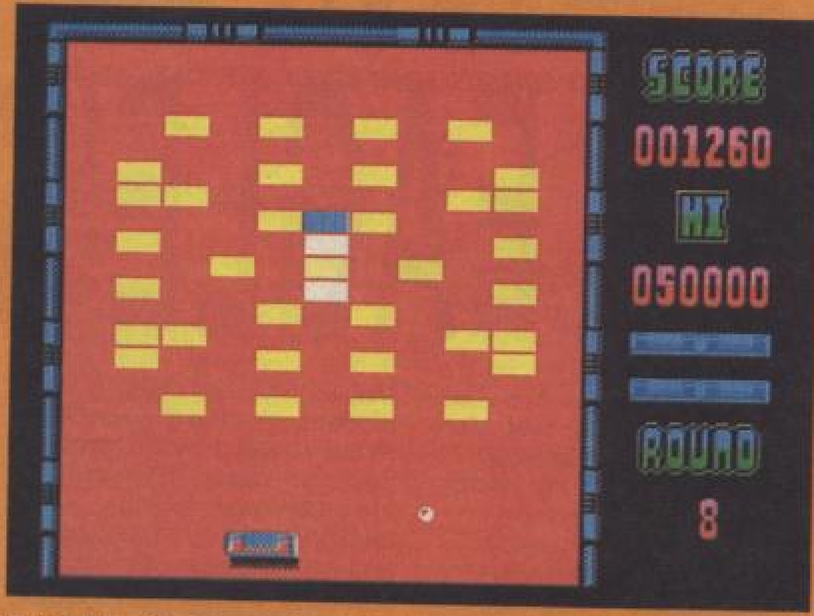
You also get little power capsules which drop down the screen occasionally when you hit certain bricks. If you can manoeuvre yourself to collide with one of these before you go back to meet the approaching ball, all sorts of weird and wonderful things can happen.

Fortunately the capsules are lettered, so the eagle-eyed will get an idea of what's about to befall them. Best in the early stages is the 'E' capsule, which extends the length of your bat (or Vaus craft) so you can be sure to get it in the right place. The 'S' capsule slows down play, though not for as long as you might hope. Still, it's a useful ploy on later screens when things start getting a little hectic. 'P' gives you an extra life, while 'L' arms you with a laser that'll destroy both the bricks and the tiresome nasties that drop down from the top of the screen and obstruct all your careful planning. 'C' allows you to pick up the ball when you intercept it and then move position before firing it off again. 'D' is an odd one — it multiplies the ball by three, making it three times as effective, if three times as difficult to play. It comes into its own, though, when your ball is stuck behind or within a wall. Then watch the bricks go!

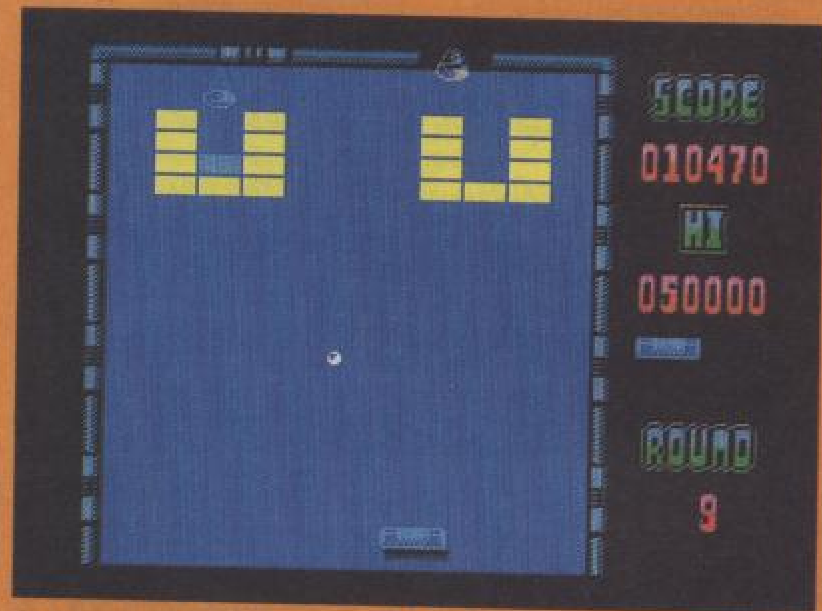
But the best capsule of all is the 'B' one. Pick this one up and a short cut through to the level appears on your next right.

All these capsules last only until you bump into another one, or until you die — a good incentive not to let your lives ebb away too swiftly! One dead easy way of losing a life is to assume that if you hit the ball on the very edge of your bat, it'll make contact. Wrong! You're only really safe in the centre, and if you're trying for a really whizzy angle to get at some awkward bricks, you've got to be a bit nifty about it.

Anyway, enough of all that — I'm going back to play *Arkanoid* again. My excuse — further "research". My reason — well, how many ways are there of saying addictive, 'cos this is that and more.



Level 8 is no morceau de gateau, especially when you consider that all the yellow bricks are indestructible. In fact you start off with six bricks to dispose of, three above and three below the centre. The first couple are no problem, but to get shot of the last few you must trust to luck and keep going.



Very nasty. On level 9 you've got to get your energy bolt into those cups of indestructible bricks at the top. There are loads of other bricks to be bopped, but it's funny how the trickiest ones are the ones you're left with at the end, isn't it? Your only real hope is a lucky bounce off one of the meanies.

Graphics / Playability / Value for Money / Addictiveness — 9



MAD NURSE

Firebird/£1.99

Rachael At last, a game that caters for my maternal instincts. You watch while the massed infants of the maternity ward crawl around, swallowing enough tranquilisers to keep themselves quiet for a *very long time*, discovering gravity with the help of the lift shaft and sticking their fingers in sockets for some juice — and I don't mean Ribena!

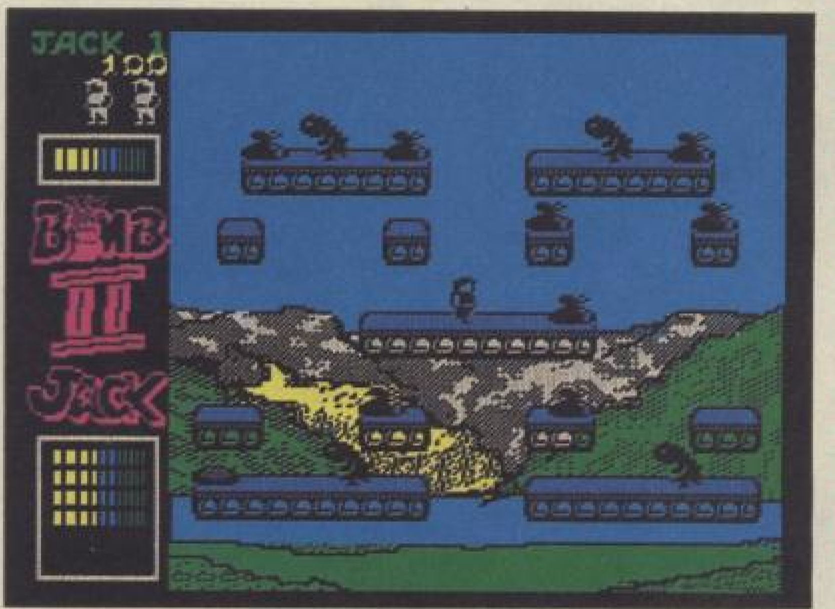
What? Oh, sorry. Apparently you have to stop them doing all these things. Bo-ring! I'd prefer Saturday night in casualty to keeping the crawling horrors at bay. It calls for a lot of running around between three floors if you're to dump them all in their cribs. At least you're armed with stun gas to handle persistent offenders.

There's only one thing that stops this satisfyingly sick game being addictive though. There's far too little variety. The first time I played I clocked up such a high score that I feared I'd never see my last life. And when I did, whadja know? No table for the heroines who run into hundreds of thousands. Nursing is so-o-o-o unrewarding!

A pity, because the graphics are gruesomely great as the little dears give up the ghost and there's a triffic sequence whenever you get a new nurse too. But even dedicated Flo Nightingales aren't likely to stick with this one for long. Pass the bedpan, Alice.

Graphics / Playability / Value for Money / Addictiveness — 6

BOMB JACK II



Elite/£7.95

Mike The best thing to be said about *Bomb Jack II* is the free copy of the original *Bomb Jack* you also get, though as six trillion people have already bought the first one that's not exactly stunning news.

Reading the instructions makes it all sound pretty promising. In addition to leaping around the place, Jack the Lad can now karate chop the assorted nasties and there are 'over 40 fiendishly complicated settings'.

Unfortunately the settings are also accompanied by fiendishly uncomplicated graphics. Can you really play a game where both your hero and the nearest monster impersonate the Invisible Man when they meet to do battle?

The game's not a complete disaster, but it's a pity you can't super-zoom around the screen in various directions any more. Now you merely jump up or down, left or right, gathering up the goodies and chopping the baddies. Mind you, getting your chops in can be a bit tricky. Some of those platforms just ain't big enough for you and a monster, and seeing as the monster has the advantage of being there first you've got to fight like f-f-f-f-ury to zap them out of the way. Though they don't so much zap as disappear in a puff of smoke.

The game's hardly likely to do that, but I'll bet a bomb to a damp banger that *Bomb Jack* will be played a lot longer than its sequel.

Graphics
Playability
Value for Money
Addictiveness
6

SHORT CIRCUIT

Ocean/£7.95

Gwyn Something miraculous has happened...licensing deals are alive! Yes, you read me right. A tie-in need not be a malfunction. *Short Circuit* is living proof that if time and trouble are taken over a title, it doesn't need to look like it was designed by a bored android.

I've not actually seen this movie, cute androids being anathema to me (*Oi, watch it! Hex Loader*). But I couldn't escape the publicity machine and as far as I can tell, this is quite close to the screen adventures of No 5, the military robot who develops a conscience.

It all takes place in two parts, and while undernourished 48K weaklings will have sand kicked in their faces by the split load, big butch 128-ers get it all in first time, with an enhanced soundtrack to boot! Everybody can play either part independently of the other though.

The meat of the game is in part one, where No 5 is trying to escape from the lab, once it — remember, we're talking hunks of metal here — has collected the vital lazer (sic) and jump mechanisms. There's an ingenious collection of logical puzzles that'll win over even dedicated anti-adventurers!

Using only four direction keys, plus select, Ocean has found a way of giving 5 total control over his environment, as he wanders through the characterless chambers of military bureaucracy. Normally the direction keys move him — sorry, it — around and fire scrolls through the options. But when 5 is in contact with furniture, and that includes doors, pressing fire brings the current action into play. After that the number keys are used to make selections.



The countryside stroll, with pot-holes to jump. Get 5 around the middle of the screen so he can avoid the animal life as it approaches, but be prepared to outrun the pursuers. The conscience level appears on the left, and if you're to complete the game you've got to prove your humanity.



In the lab and time is running out. On the right the printer scrolls messages, and if they move too fast to read you can use the movement keys to freeze them. The current program is shown on the right along with the score. Picking up the right objects increases your points, so use it as an indicator.

The first thing you'll need to do is move up to a computer bench, having selected Link. This will give you the chance to download the first three vital programs. Others are available at other terminals. You'll need Search immediately, to let you pick things up, but you can't Drop them until you've delved further into the maze.

Don't overlook any possible place where objects could be hidden, and make sure you've found a way through the security doors before you become laden down. Even for a robot, the ability to Read is useful, especially if he's becoming more human by the minute. Learn all you can and use the objects logically and eventually you'll be out in the open air.

That takes us neatly to the second part, which is a decided let-down after the great beginning. No 5 trundles along a country lane, trying not to trample wildlife and ducking to let low flying sparrows past like some Greenpeace shopping trolley. There are robots in pursuit, but even blasting these takes its toll on 5's conscience. Unless he can outrun them he shuts down, suffering from depression.

The splattered bunnies, when 5 fails to dodge them, are most amusing, but while it's probably true to the film, this arcade sequence is a shallow let down after that superb first part. Okay, so it won me over. I believe that 5 is human. But only when he's compared with Rachael!

Graphics
Playability
Value for Money
Addictiveness
8

YOUR SINCLAIR MEGAGAME

THRUST II

Firebird/£1.99

Gwyn Life as a space pilot can be such a drag — and I don't mean dressing up in women's clothes! "Thrust!" they said; thrust, you did... only to find you were dragging a heavy pod after you, which did nothing for your craft's handling.

Now it's time to *Thrust* some more, in this sequel to one of last year's most infuriatingly addictive tests of arcade skills. Rachael tied herself in knots — driven to new heights of obscene punning — to describe the excellence of the original...which is why it's me and not the dirty minded tottie doing this review.

All is much the same in the furthest reaches of space, except that the Galactic Empire has gone one better than Barretts and is now building planets. P2112 is a des. res. with a difference — it's unfinished and hollow.

You're looking for a place for the wife, kids and soldiers of the Federal Resistance, but you're a bit miffed by the cloud of dust which keeps P2112's weather on the cloudy side. Down in the cellar lie the components for an atmosphere purification plant though. If you get them to the right place on the surface before they reach critical mass and explode, you'll have a nice back garden after all.

So it's out with the tow rope and back into a space ship which last saw life shooting Asteroids — that's to say it only boasts three controls. You can turn in either direction and thrust. Then there are two other keys, for picking up the orbs, and a fire button.

Unluckily P2112's basement has been overrun by android nasties, who can be zapped, but only if you're in possession of the right chemical agent. The stuff's scattered around the planet and it's just up to you to find it.

The other main difference from *Thrust I* is that the objects you're dragging are of different masses, so you can never be sure quite how much you'll be swung around until you've got something in tow. With 16 of the things littered on the planet surface and in the caves, there's a fair bit of work to do.

All the playability of the original remains, though the corners of the caves are, if anything, even tighter now. The graphics are slightly less abstract too. But the plot variations make this a step forward, so trust *Thrust* to deliver the goods!

All the androids follow set patterns, giving you a chance to dodge them. But be careful if you've got an orb in tow — it could slow you down as you try to glide past.

Not the most elaborate space craft, but at least you've brought along a spare can of fuel this time, so the timer at the top only comes into play when you've got an unstable pod attached.



What have we here? Is it a gear shift? The handle of a fruit machine? In fact, it's a pod, just waiting for you to pick it up. But try not to swing it too much or it'll carry you into the walls.

It may look like a washing machine, but this agent will wipe out one of the androids. It's up to you to find out who though. And don't dawdle because the pesticides can run out before you use them.

Graphics
Playability
Value for Money
Addictiveness
9

LITTLE AL



Sparklers/£1.99

Rachael From time to time there comes a game so stultifyingly, screamingly *dull* that even I'm not moved to make a painful pun or suggestive jest about it. That time has come again.

I thought we'd finally put the last nail in the *Jet Set Willy* clone coffin, but here comes cousin Al and if I was Matthew Smith I think I'd consider legal action. *Little Al* is so close to *JSW* there's even one object that looks like a wine glass.

If you've never seen an arcade adventure with squidgy graphics and lots of abstract nasties to avoid, then this could give you £1.99-worth of fun. But even then, why not go back to Miner Willy in one of his reincarnations, and not the last in a line of imitators?

They say that it doesn't matter if it's small — it's what you do with it. But in *Little Al*'s case, size does count!

Graphics
Playability
Value for Money
Addictiveness
4

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SKY RUNNER

Cascade/£9.95

Mike There's an old game whose name escapes my aged brain, maybe *Death Chase*, in which you race through a forest on your bike trying to miss the trees and hit anything else that gets in your way. The reason I can't remember the name is that it came out about two years ago, and *Sky Runner* is really nothing but a tarted-up version of that.

Addiction is addiction, though, and even the simplest of games can keep you coming back for more if they've got the infamous Grab Factor. *Sky Runner* takes place in the latter part of the 24th century. The game starts with you in charge of a Skimmer, and astonishingly enough, this skims over the surface of a planet at just above tree height, while you have to shoot down the defence towers that look like telegraph poles.

Clear the first section of towers and the first of your three Skybikers descends from the Skimmer craft. These can now race across the surface looking out for other bikes, which may be friend or foe, so make sure you know whether you're meant to be taking them out or not.



Take out the last biker and you then have a crack at the huge Sky Harvester, and a map on the screen will point you in the right direction for that. Wipe that out and you go back again for more.

There are eight skill levels, although they're called Threat Levels to make it all sound a bit more exciting, and instead of a score you have a cash balance, which you increase by eliminating everything that needs eliminating. The game's quite addictive, but if you can take out the Sky Harvester on Threat Level 4 at your first attempt it doesn't sound too good for a long-term challenge.

Graphics
Playability
Value for Money
Addictiveness
6

SAILING

Activision/£7.99

Gwyn Ahh — the wind in my hair and the salt water splashing my face. So what if it's only Rachael with a hairdryer and a plant spray? Hoist the mizzen, splice the mainbrace and turn up Rod Stewart on the stereo because (altogether now), 'we are sailing'.

As a confirmed landlubber who gets queasy on the park boating pond, I'm not even sure how to respond when someone says, 'Hello, sailor,' and the instructions with this simulation don't do much to help. It's not really enough to tell an America's Cup competitor, 'You'll just have to experiment with different designs in different conditions.' No wonder we didn't win!

Sailing is just part of winning. First you have to come up with a craft to thrash your competitors. Take note of the weekly weather forecast, which scrolls along the bottom of the screen. My advice for nautical novices is to start playing on the simplest level and don't alter the ship design much at first.

Do take advantage of the facility which lets you sneak a look at the plans of your league table neighbours though. Only then will you be able to tell whether those nobby bits on the keel, known as wings to the old salts, will really help manoeuvrability, or just slow you down. Is it worth having a longer keel and bigger sails, or would a shorter waterline suit? Unluckily outboard motors are not an option.

Once you've checked out the day's conditions it's out onto the briny and you're heading for the first buoy. Inevitably Rachael said she always heads for the first boy so I made her walk the plank, ignoring her cries of, "Gormless tottie overboard!"

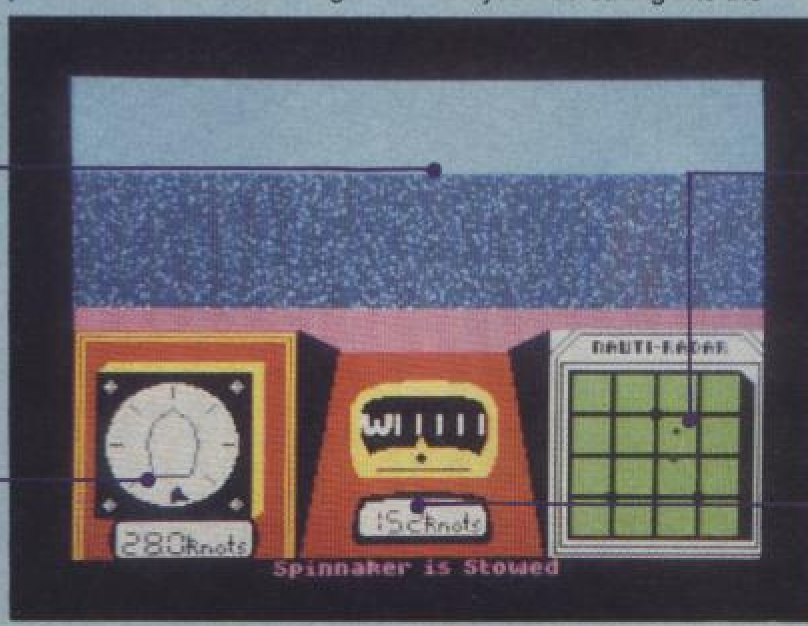
Raising the spinnaker, the big sail, is cleverly simulated by moving your joystick round and round, just as if you were winding it out. But don't be seduced by this effect. Unless you've got the wind right behind you, you could find your yacht becomes unsteerable and you shoot helplessly out of bounds.

The key is to use the instruments, which give you rather more information than a real-life Francis Chichester, to make the most of the breeze. The triangular course may look simple, but at least some of the time you'll be sailing into the wind, which calls for some clever zig-zagging, or tacking.

After five days of racing you have a chance to study the next week's weather forecast and make alterations to your ship accordingly. Then it's on and up the league table until you too are ready to compete with the Aussies and Yanks.

This is quite a clever simulation — there's nothing else like it that I can think of — but the instructions don't do enough to demystify the topic for absolute beginners, which could put a lot of people off. The radar is also too small, which makes accurate manoeuvres a trifle difficult. While the boat design section is very detailed, I'm not sure there's enough to the actual sailing. It's a program with limited appeal, but if the topic interests you, it should give you hours of pleasure.

Graphics
Playability
Value for Money
Addictiveness
7



The view from the pointed end! Not that there's much to see at sea, unless the other yacht's ahead or you're nearing a buoy. Still, you could get quite sea-sick watching the rise and fall of the horizon.

Your yacht is a flashing cross on the radar, and the next buoy also flashes as you aim for its right hand side. More detail would have helped raise the tension as you race for the wind on the final leg.

This indicates the absolute wind speed and the direction of that force nine gale on your sails. Keep a close watch if you're to make the most of the wind.

This is your heading and speedometer — a luxury denied to real sailors. Aim for a course that maintains the maximum knots possible by taking advantage of the wind.

ACE OF ACES

US Gold/£8.99

Phil BrrrRRRrrrRRRRrrrRRrrrRRRRrrrRRRRrrr! *Dambusters*? Hah! *Spitfire 40*? Piffle! Psion *Flight Simulator*? Poppycock! Give me dicing with death in my Mosquito bomber any old day.

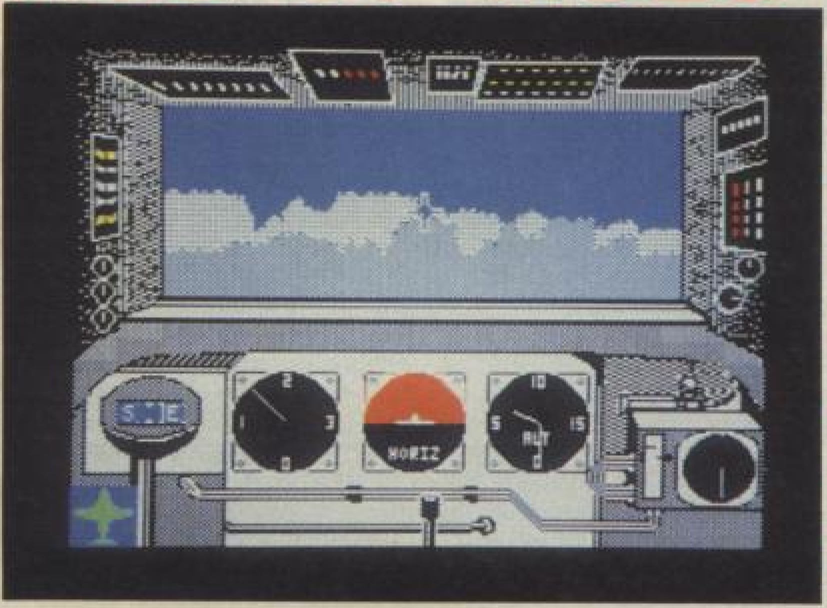
Ace Of Aces is an airborne romp around the skies over Europe in the early '40s, where you can exchange lead with the Jerries in an exciting dogfight to the death. Exactly what the dog is doing there, I dunno, but that's not important right now...

You've got to seek and destroy some trains, and boats and planes (sounds like a cue for a song) in Germany, and escape back to Blighty in time for tea and crumpets.

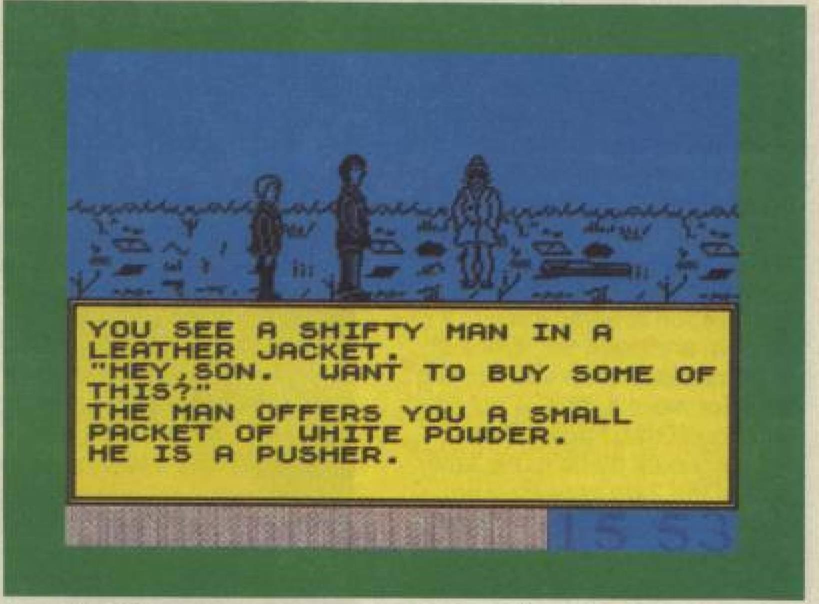
There's lots to look at in your Mosquito. Ooo, there's lovely full screen graphics of your front view, and, er, the left and right views out across the wings... handy if your engines catch fire, 'cos then you can turn on the jolly old extinguishers... and of course you can look out of the bottom of the aircraft through the bomb doors, y'know, give the old RAF coiffure a riffle in the airstream. And in the back of the plane you've got a map of Europe, a sort of Mosquito drivers Michelin Guide, where you can see the targets and fly to them. Oh yes, you've got to watch out for those cursed Boche fighters, the old Messerschnitzels, who'll strafe the living wotnots out of you if you give 'em half a chance! So it pays not to spend too much time inspecting your footrest, or you'll end up as a roundel sticker on some Baron's fusilage.

So if you fancy dicing with death, or even diced Jerries, then this is the flight sim/shoot 'em t'shreds for you, old bean!

Graphics / Playability / Value for Money / Addictiveness — **7**



GRANGE HILL



Argus/£9.95

Mike Are we going to see Gonch trying to flog copies of *Grange Hill* in the playground? Well, if he can put them out at half the price he might have a chance, but at £9.95 he'd get a knuckle sandwich.

The story's simple enough. Gonch has had his Walkman confiscated (his own fault for wearing it in class) and has to get it back from the staffroom to avoid his mother giving him GBH of the lugholes when he gets home.

The top half of the screen is a graphic of where you are, with Gonch and his mate Hollo walking about in it. You control Gonch with keyboard or joystick and generally have to wait while Hollo trundles along after you, though you do need help from your faithful assistant to complete some of the tasks.

At the bottom of the screen is a clock, which you're up against, and room for the various text messages that pop up in little boxes. Press the fire button and a menu of eight commands comes up. Among these are pick up, drop, examine, use and so on — choose these and a sub-menu comes up listing the objects available for each verb. There's an option to talk to other characters, but with moving graphics to take care of you can imagine the parser's not exactly Level 9.

So, can you pick up objects like torches and use them in the right place? Can you leap over gaps in walls, that being the average arcade element of the game? Course you can, Malcolm!

Graphics / Playability / Value for Money / Addictiveness — **6**

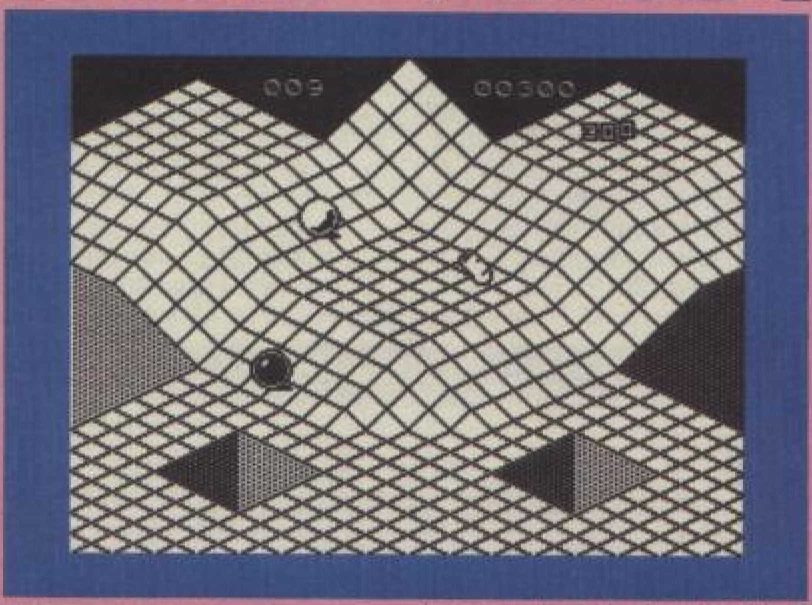
MARBLE MADNESS

Melbourne House/£14.95

Phil Yes, it's finally here! The coin-op conversion you'd sell your granny and all her goods and chattels to own! The arcade game that had them rolling in the aisles. Having released the *MM Construction Set* last year, Melbourne House has now gone rolling ahead with a full implementation of the original game itself, in a special gold trimmed pack, marked "The Official Version — Deluxe Edition". On the reverse of the tape is a new improved version of the Construction Set editor program.

Marble Madness was always an arcade favourite, (still is at some venues) and the clinical condition, Marble Madness Queueing Syndrome ranks up there in the British Medical Association's hi-score table with Asteroid Wrist or Defender Thumb. For those of you who never saw it in the flesh, here's a brief rolldown of this wholly spherical scenario.

You are a heavy metal ball (Whooorrr Deep Purple Kerannnggg!) whose task in life is to roll around the 3D platforms of a far distant planet. En route to your escape, you encounter all manner of villains, fiendish badlets, and cruel blobby things...Brr! Not to mention (*well don't then. Ed*) the black balls, brooms and spinning hoops...oh yeah, there's a bit of oil around the place too. The Ed must have been fixing her car on this planet a while ago!



This is all very well, but how does it play? Very nicely thank you. Which is quite surprising, 'cos there's a tremendous array of baddies doing their stuff (eurr!) on screen at the same time as your little bearing, so the Speccy's doing a lot at a high speed too! The play of the game is true to its arcadian daddy, with all the humps and bumps faithfully reproduced. The programmer must've been a real fan to do it this well!

The graphics aren't in colour though 'cos something had to go, and the richly soaked colours lost out. Ah well, you know what they say, 'You can't make an omelette without breaking the space time continuum'. And sure enough, the continuum in this case is monocoloured, that's to say, it's one colour all over, with black or blue lines on it. It doesn't detract from your enjoyment too much, because the game is complete in all other respects, and you spend too much time avoiding the baddies to worry much what colour they are.

I lurve it to bits. The ghosts of the martian marble can finally be laid to rest.

Graphics / Playability / Value for Money / Addictiveness — **8**

UCHI MATA



Martech/£8.95

Phil Uchi Mata, as Judo Champ Brian Jacks told us in the March *Your Sinclair*, means 'Inner Thigh Throw' in Nipponese. A vicious thing to do to a person, I think you'll agree, especially if you don't warn the poor twerp first. Judo is obviously a sport for those well disposed towards a bit o'physical violence.

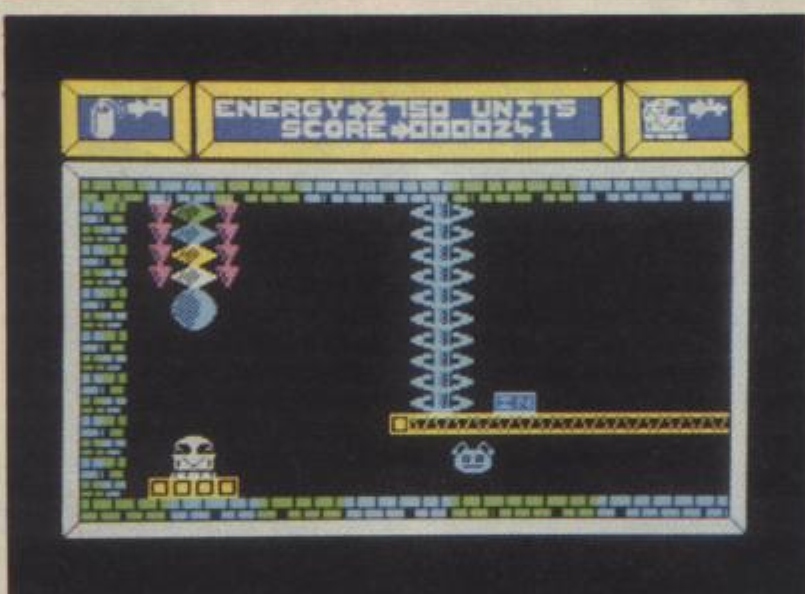
A judo simulator? Well, it's an original idea. It takes the form of a judo contest, where you've got to grab and throw your opponent with a *legal* move. This means you can't just push him over, or stamp on his foot and then knee him in the nose. Nope, it's got to be a genuine sporting judo throw, or you get disqualified. It's the nearest thing to playing judo without getting your back broken, or so the blurb on the cassette would have you believe. And it's all authentic, 'cos our mate Brian Jacks has been consulted on the construction of the scenario and design.

On screen you have the game area, a score board at the top, and strength/grip indicators, plus a little box for the referee to appear in. You throw your opponent by grabbing his Judogi (his jacket, silly) at the chosen moment, getting a firm grip, and pushing the joystick around in a similar direction to the way you'd throw the bloke in reality. You are scored on your technique and if you win the competition you're awarded a new belt.

So that's the theory, what's the practise? The thing that struck me first about *Uchi Mata* is that the men who do all the throwing are a bit on the flickery side . . . well, a lot flickery actually. So much so that sometimes it's a little difficult to see what's actually going on, specially as the action moves so quickly. In fact the whole game goes at quite a lick, making it a challenge just to get your grip in time to avoid being decked. But for all this the game doesn't suffer *too* much, and once you can bring yourself to ignore the flickering bits, it's quite absorbing. The throws are complex and detailed, allowing a broad range of expression on behalf of the players — you know, falling flat on their back, leaping up in the air in triumph, that kind of caper.

Uchi Mata is quite good fun, but it seemed a bit unfinished to me. Shame, 'cos with a bit of tickling up this could have been a surefire hit. Presentation is everything these days, so it's dropped a point or two for that. But it *is* a good simulation of the appliance of judo science.

Graphics / Playability / Value for Money / Addictiveness — 7



CYROX

Power House/£1.99

John Yep, it's another multi-screened, get-the-bits-you-need-and-get-out-alive-game. You are Luther Irontooth (!), droid bounty hunter, and you're after the Cybor crystals, stored under heavy security on the planet Cyrox. It's fast, and at first, it's confusing. I tried all sorts of intricate manoeuvres to try and escape from the first screen without being zapped by the marauding meanie. Then I found that if I pressed fire the screen froze and escape was suddenly a cinch! I'd discovered the infamous freeze bombs, your only weapons in this bitter battle. However, with perseverance I finally got to explore the planet further (mind the feet!) There are components to collect as you whizz round that'll allow you to enter the vaults, collect the Cybor crystals and then teleport back to the beginning for another go.

The upper part of the display shows the status line. There's all the usual stuff, such as energy units, how many freeze bombs you have available, how many men are left and, of course, your score. The main part of the screen gives you a view of the vault you're in. You have left, right, up and down movements, but I couldn't help thinking, as I trundled round, that I'd been here before.

If you're into these types of game, you'll get some pleasure out of *Cyrox* and it's worth the two quid you'll pay. However, it is a *leetle* bit out of date, so if you've moved on to higher things, you'll probably not want to bother.

Graphics / Playability / Value for Money / Addictiveness — 6

SUPER SHUFFLE

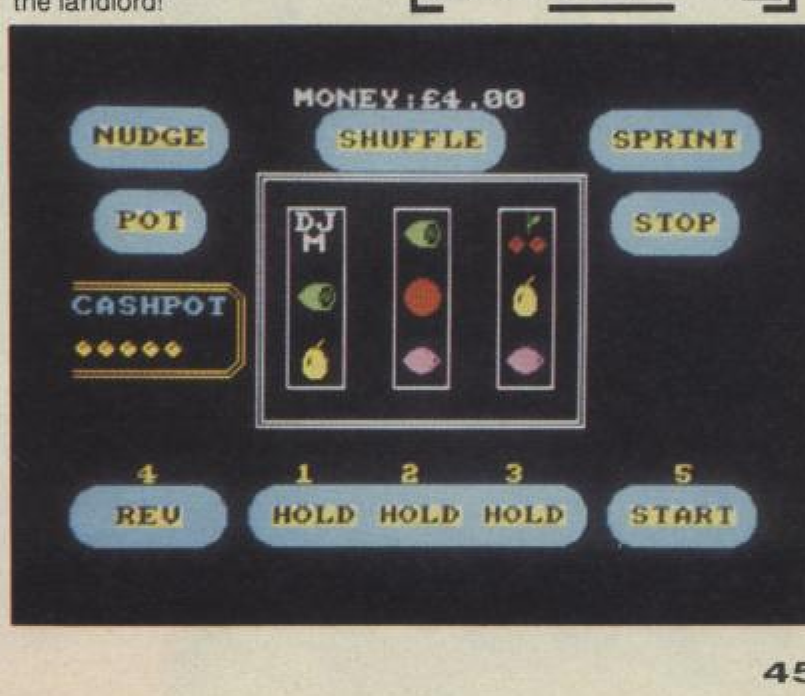
Sparklers/£1.99

John "Visit Los Vegas (sic!) for the night. Resist the temptation to pull the handle of this slot machine if you can!" So runs the blurb that accompanies this fruit machine game. Here in my flat it just doesn't feel much like Lost Wages to me!

Super Shuffle is a good AWP emulation (Amusements With Payouts) and has all the standard fruit machine features you could wish for. There's Hold, including hold after win and Super Shuffle, which shuffles the reels around so that you get a sort of extra go. Nudge lets you try and build up your own winning combination by nudging the reels into position, while Win Sprint lets you stop a high scoring symbol on the left reel and hope that the right reel matches the symbol before the middle reel does. Cashpot is a money box feature that's gradually topped up during play. Finally, Win Stop lets the reels rotate slowly, and you have to stop them on a winning combination.

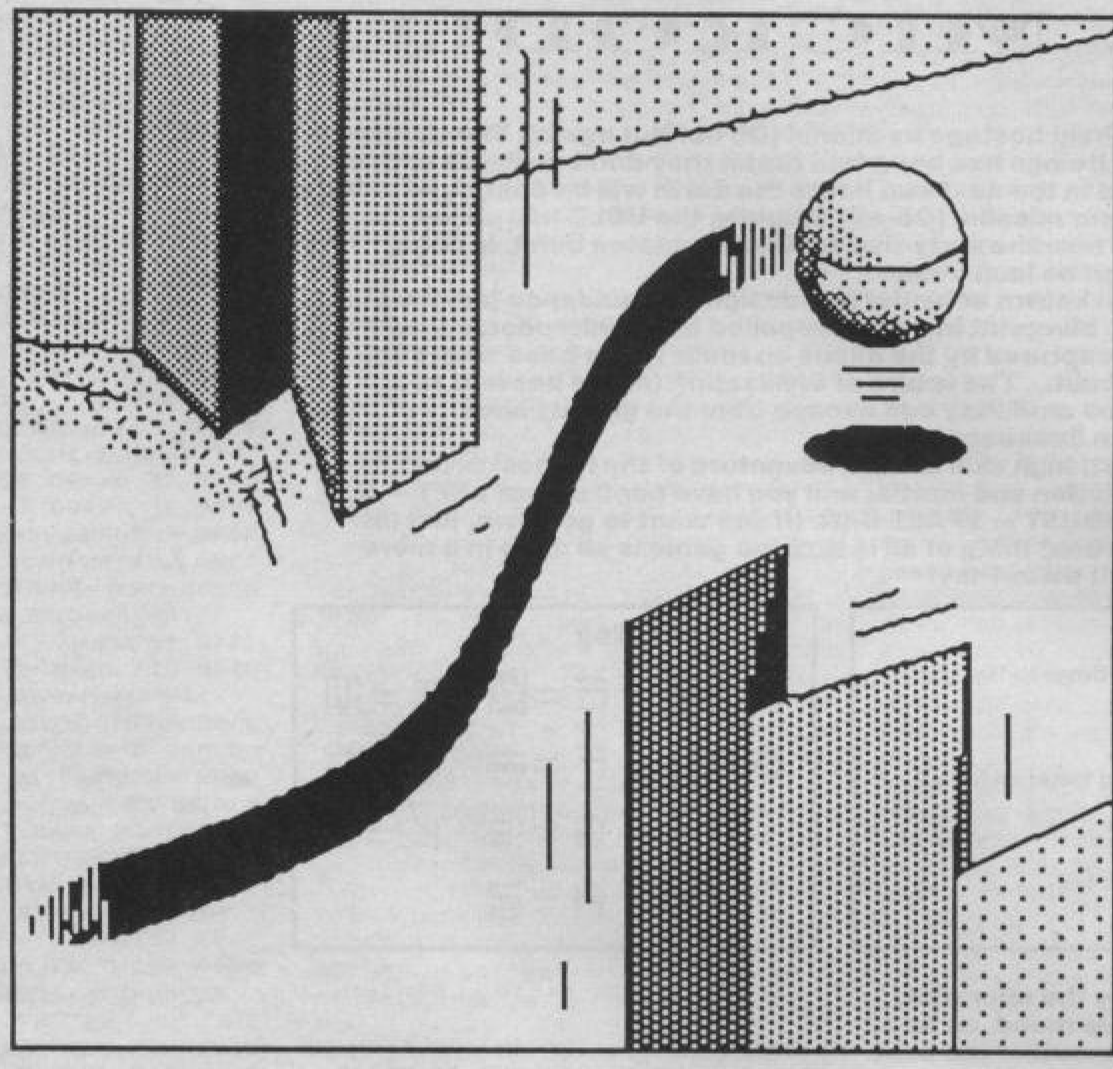
It's a good little game, with some nice touches, especially the Gamble Your Winnings feature — just like the real McCoy (down, Bones!) And for the price, you really can't go far wrong. The only drawback is that however much time you spend playing with it, it's always better to put your money where your slot is! I mean, I can't even buy a round of beer with the winnings! Beating a machine ain't quite like beating the landlord!

Graphics / Playability / Value for Money / Addictiveness — 6





YOUR
SINCLAIR
27



PROGRAM POWER

PULL-OUT

PIXY THE MICRODOT

AVAILABLE ON DIGITAPE

PIXY THE MICRODOT

by David Box

The world is being held hostage by aliens! (Oh no! Not again!) The Universal Council of Literate Beings has been told that if they don't come up with one billion mega credits in the next two hours the Earth will be destroyed using a rather large nuclear missile. (Oo-er!) Stupidly, the UCLB has called the aliens' bluff and so now the sixty-five squillion megaton bomb is being primed and will soon be launched.

Meanwhile, a well known scientist has designed a guidance jamming system and put the blueprint in a self-propelled flying microdot, called Pixy. But Pixy has been captured by the aliens en route to the base where the jammer was to be built... The future of Civilisation (as we know it) now hangs in the balance until Pixy can escape from the ghastly alien dungeon... (dan dan daaaaaan!!)

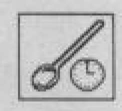
***Pixy* is a superfast, high skill arcade adventure of the highest order. It features gravity, friction and inertia, and you have control over LEFT — Q, RIGHT — W, and THRUST — SPACE BAR. (If you want to go down, just let yourself drop!) The best thing of all is that the game is all done in a mere 14K of Basic! Take it away Pixy!**



Typing time: 1h 15m

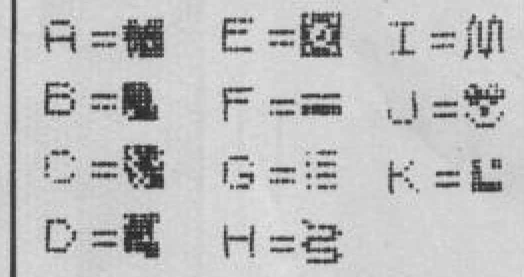


Loading time: 1m 3s

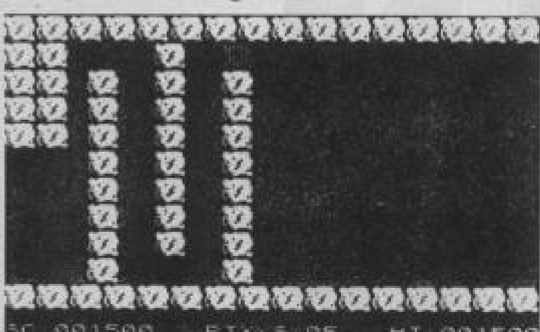


Serves: 48K

Graphics Key



And here he is! Pixy the microdot, seen here in pensive mood, as he prepares for the assault of the east wing of the dungeon.

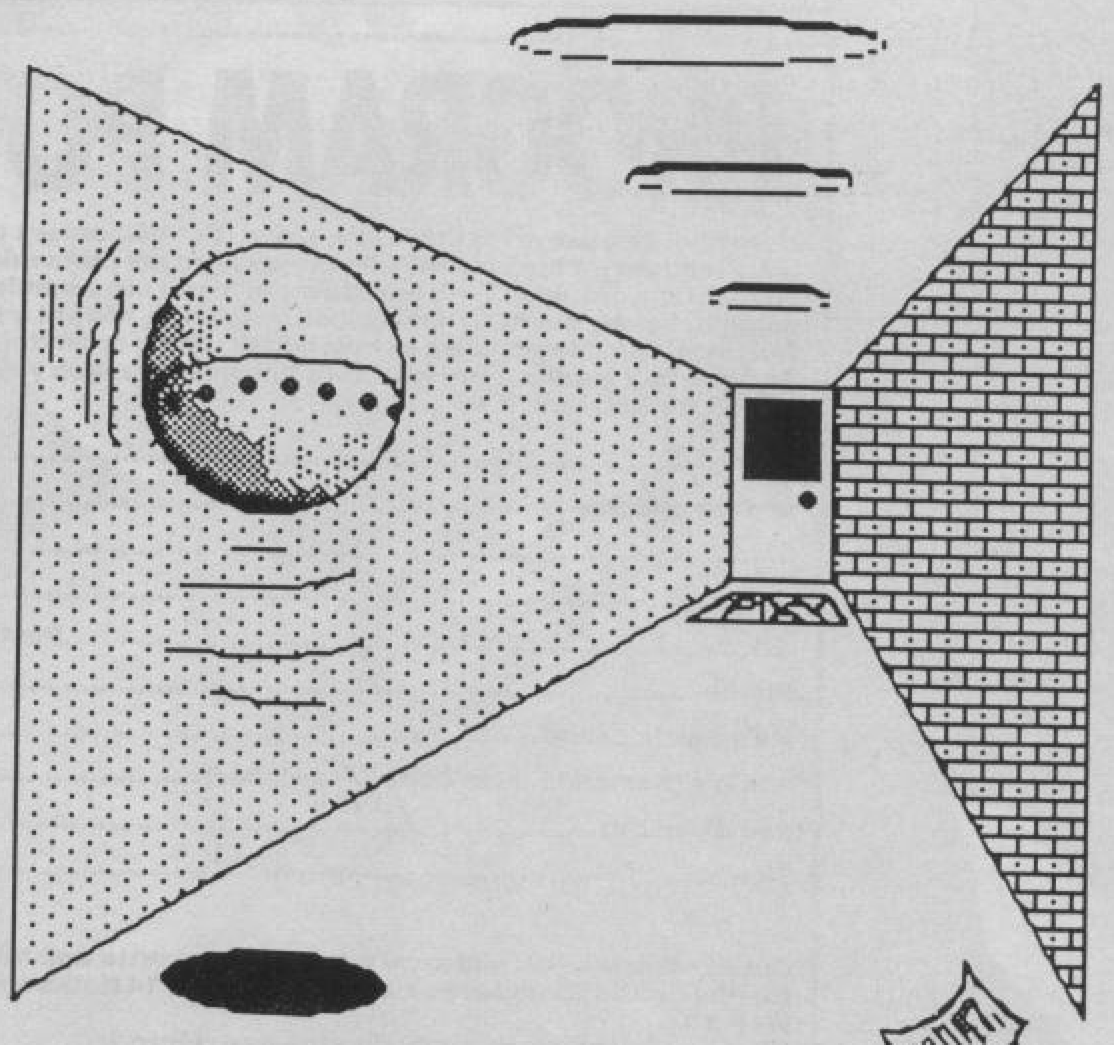


Basic Program

Okay, so you've started up your Speccy and you've got the magazine open in front of you. Now all you need is a pint of strong black coffee, a couple of fingers, and an eye. Type in the program as listed with the fingers and the eye, and the rest of your body can sit back and drink the coffee. Aaah, Nescafé! When you've finished, save the program as SAVE"PIXY"LINE 1, and there you are... Have fun!

```
   1 REM © 1986 UD
   2 REM don't bother typing in
         all these REMs if you
         don't want to - speed
         typing times!
   3 REM RUN the prog for the
         first time, GO TO 5
         to keep HI SCORE intact
   4 GO SUB 9000
   5 GO TO 8000
   6 REM main movement loop
   7 LET sX=X: LET sy=y: LET sa=
a: LET sb=b: INK 8
   8 REM cheat! BREAK out and
         enter LET li=-1:
         CONTINUE !
  10 LET OX=X: LET OY=Y
  15 LET IN=IN 64510: LET I=IN 3
2766
  20 IF IN=254 OR IN=190 THEN LE
T A=A-(.75 AND A>-4): GO TO 50
  25 IF IN=253 OR IN=189 THEN LE
T A=A+(.75 AND A<4): GO TO 50
  30 IF A>0 THEN LET a=a-.75
  35 IF a<0 THEN LET a=a+.75
  50 IF I=255 OR I=191 THEN LET
B=B-(.5 AND B>-8): GO TO 60
  55 LET B=B+(.5 AND B<5)
  60 LET X=X+A: LET Y=Y+B
  70 IF X<0 OR X>255 OR Y<0 OR Y
>175 THEN GO TO 2000
  80 PLOT INVERSE 1;ox,oy: PLOT
x,y
 100 GO SUB SCORE
 130 IF ATTR (21-INT (y/8),INT (
x/8))=198 THEN GO SUB 1000: GO T
O 10
 150 IF ATTR (21-INT (y/8),INT (
x/8))=71 THEN GO TO 10
 190 REM death!
 200 PLOT INVERSE 1;x,y
 205 LET pk=PEEK 23675: LET pk2=
PEEK 23676: POKE 23676,0
 210 LET x=INT (x/8): LET y=21-I
NT (y/8): FOR n=0 TO 200 STEP 8:
 OUT 254,16: OUT 254,0: POKE 236
75,n: PRINT AT y,x;"▒": NEXT n
 220 FOR n=7 TO 0 STEP -.5: OUT
254,16: OUT 254,0: POKE 23675,n*
8: PRINT AT y,x; INK n;"▒": NEXT
 n
 230 POKE 23675,pk: POKE 23676,p
k2
 240 GO SUB 8500
 250 LET li=li-1: IF li=-1 THEN
GO TO 9500
 260 GO TO 8190
1000 REM get object
1010 BEEP .001,59: BEEP .001,69:
 BEEP .001,49: BEEP .001,65: PRI
NT AT 21-INT (y/8),INT (x/8); IN
K 7;" "
1020 LET sc=sc+1000: PRINT #1;AT
 1,9-LEN STR$ sc;sc
1030 LET f(ob,1)=1
1040 RETURN
1990 REM new screen
2000 IF y>175 THEN LET scr=VAL r
$( TO 2): LET y=0: GO TO 2020
2005 IF y<0 THEN LET scr=VAL r$(
3 TO 4): LET y=175: GO TO 2020
2010 IF x<0 THEN LET scr=VAL r$(
5 TO 6): LET x=255
2015 IF x>255 THEN LET scr=VAL r
$(7 TO 8): LET x=0
2020 GO TO 8200
2990 REM animation
3000 LET NX=NX+1: LET NY=NY+1: I
F NX=22 THEN LET NX=10
3005 IF NY=22 THEN LET NY=10
3006 PRINT AT 2,NX; INK 7;" ";AT
 2,NY; INK 3;"▒": RETURN
3039 RETURN
3040 LET NX=NY: LET NY=NY+1-(6 A
ND NY=25): PRINT AT 10,NX; INK 7
;" ";AT 10,NY; INK 4;"▒"
3079 RETURN
3080 PRINT AT nx,20; INK 7;" ";A
T 21-nx,30;" ";AT ny,20; INK 3;"
▒";AT 21-ny,30;"▒": LET nx=nx+1:
 LET ny=ny+1
3085 IF nx=20 THEN LET nx=2
3086 IF ny=20 THEN LET ny=2
3099 RETURN
3100 LET ny=nx: LET nx=nx+1-(4 A
ND nX=19): PRINT AT ny,16; INK 7
;" ";AT nx,16; INK 3;"▒"
3119 RETURN
3120 LET ny=nx: LET nx=nx+dX: IF
 nx=29 OR nx=24 THEN LET dx=-dx
3125 PRINT AT 5,ny; INK 7;" ";AT
 5,nx; INK 6;"▒"
3179 RETURN
3180 LET ny=nx: LET nx=nx+dX: IF
 nx=14 OR nx=9 THEN LET dx=-dx
3185 PRINT AT 10,ny; INK 7;" ";A
T 7,23-ny;" ";AT 10,nx; INK 6;"▒
";AT 7,23-nx;"▒"
3199 RETURN
3200 PRINT AT ny,nx; INK 3;"▒▒▒▒▒▒
";AT ny+8,nx;"▒▒▒▒▒▒";AT ny1,nx1;
INK 7;"      ";AT ny1+8,nx1;"      "
3205 LET ny=ny+1: LET nx=nx-2: I
F nx=0 THEN LET nx=18: LET ny=4
3210 LET ny1=ny1+1: LET nx1=nx1-
2: IF nx1=0 THEN LET nx1=18: LET
 ny1=4
3219 RETURN
4990 RETURN
4999 REM room data etc.,
5000 GO SUB 7000: FOR N=0 TO 15:
 PRINT AT N,10;"            ": N
EXT N
5005 LET NX=9: LET NY=18
5019 LET r$="02000000": RETURN
5020 FOR N=0 TO 22 STEP 22: PRIN
T AT 20,N; INK 5;A$( TO 10);AT 2
1,N;B$( TO 10): NEXT N
5021 FOR N=0 TO 8 STEP 2: PRINT
AT N,0; INK 5;A$;B$: NEXT N: FOR
 N=2 TO 6 STEP 4: PRINT AT N,10;
"            ";AT N+1,10;"
        ": NEXT N
5022 PRINT AT 0,10;"  ";AT 1,10;
"  ";AT 4,20;"  ";AT 5,20;"  ";A
T 8,10;"  ";AT 9,10;"  "
5039 LET r$="03010705": RETURN
5040 GO SUB 7000: PRINT AT 20,10
;"  ";AT 21,10;"  ";AT 18,10;"
           ";AT 19,10;"
    "
5045 FOR n=0 TO 16 STEP 2: PRINT
 AT n,20;"        ";AT n+1,20;"
   ": NEXT n
5050 LET NY=20
5059 LET r$="04020000": RETURN
5060 GO SUB 7000: FOR n=4 TO 20
STEP 2: PRINT AT n,20;"        ";A
T n+1,20;"        ": NEXT n
5070 IF NOT f(1,1) THEN PRINT AT
 5,24; FLASH 1; INK 6;"▒": LET o
b=1
5079 LET r$="00030000": RETURN
5080 PRINT INK 5;a$;b$;AT 20,0;a
$;b$;AT 2,9;"▒▒";AT 3,9;"▒▒"
5085 FOR n=2 TO 8 STEP 2: PRINT
AT n,0; INK 5;"▒▒▒▒";AT n+1,0;"▒
▒▒▒": NEXT n
5086 FOR n=4 TO 16 STEP 2: PRINT
```

```
 AT n,5; INK 5;"■■";AT n,9;"■■";
AT n+1,5;"■■";AT n+1,9;"■■";AT n
,13;"■■";AT n+1,13;"■■": NEXT n
5090 PRINT AT 18,5; INK 5;"■■";A
T 19,5;"■■";AT 18,13;"■■";AT 19,
13;"■■"
5095 IF f(1,2)=0 THEN PRINT AT 2
,13; INK 2;"■■";AT 3,13;"■■": IF
 f(1,1)=1 THEN FOR n=7 TO 0 STEP
 -1: PRINT AT 2,13; INK n;"■■";A
T 3,13;"■■": BEEP .01,n+30: BEEP
 .01,n+33: NEXT n: LET f(1,2)=1:
 PRINT AT 2,13; INK 7;"  ";AT 3,
13;"  "
5096 LET nx=3: LET ny=18
5099 LET r$="00000206": RETURN
5100 PRINT INK 5;a$;b$;AT 20,0;a
$;b$: LET nx=11: FOR n=2 TO 16 S
TEP 2: PRINT AT n,nx; INK 5;a$(
TO 32-nx);AT n+1,nx;b$( TO 32-nx
): LET nx=nx+1: NEXT n
5105 PRINT AT 18,29; INK 5;"■■■"
;AT 19,29;"■■■"
5106 IF NOT f(2,1) THEN PRINT AT
 19,27; INK 6; FLASH 1;"■"
5110 LET nx=16
5115 LET ob=2
5119 LET r$="00000500": RETURN
5120 PRINT INK 5;AT 20,0;a$;b$:
FOR n=0 TO 8 STEP 2: PRINT AT n,
0; INK 5;a$;b$: NEXT n
5125 FOR n=0 TO 9: PRINT AT n,24
;"        ": NEXT n
5130 LET dx=1: LET nx=24
5139 LET r$="08001002": RETURN
5140 FOR n=0 TO 20 STEP 2: PRINT
 AT n,0; INK 5;"■■";AT n,30;"■■"
;AT n+1,0;"■■";AT n+1,30;"■■": N
EXT n
5141 PRINT AT 20,0; INK 5;a$( TO
 24);AT 21,0;b$( TO 24)
5145 LET nx2=16: LET nx=0: LET n
y=0: GO SUB 7010
5147 LET ob=3: IF NOT f(3,1) THE
N PRINT AT 19,2; INK 6; FLASH 1;
"■"
5150 IF NOT f(2,2) THEN PRINT AT
 2,24; INK 2;"■■■■■■";AT 3,24;"■
■■■■■": IF f(2,1) THEN LET f(2,2
)=1: FOR n=7 TO 0 STEP -1: PRINT
 AT 2,24; INK n;"■■■■■■";AT 3,24
;"■■■■■■": BEEP .01,n+30: BEEP .
01,n+33: NEXT n: PRINT AT 2,24;"
      ";AT 3,24;"      "
5159 LET r$="09070000": RETURN
5160 PRINT AT 0,0; INK 5;a$;b$:
FOR n=2 TO 20 STEP 2: PRINT AT n
,0; INK 5;"■■";AT n+1,0;"■■";AT
n,30;"■■";AT n+1,30;"■■": NEXT n
5161 LET nx2=20: LET nx=2: LET n
y=4: GO SUB 7010
5179 LET r$="00060000": RETURN
5180 PRINT AT 20,0; INK 5;a$;b$:
 FOR n=0 TO 18 STEP 2: PRINT AT
n,0; INK 5;"■■";AT n+1,0;"■■";AT
 n,22;"■■";AT n+1,22;"■■": NEXT
n
5185 FOR n=0 TO 8 STEP 2: PRINT
AT n,30; INK 5;"■■";AT n+1,30;"■
■": NEXT n
5186 PRINT AT 8,0; INK 4;"■■■■■■
■■";AT 8,15;"■■■■■■■■";AT 9,0
;"■■■■■■■■";AT 9,15;"■■■■■■■■"
"
5190 IF NOT f(4,1) THEN PRINT AT
 18,3; INK 6; FLASH 1;"■"
5195 LET ob=4: LET nx=14: LET dx
=-1
5199 LET r$="11000007": RETURN
5200 GO SUB 7050
5205 FOR n=4 TO 20 STEP 2: PRINT
 AT n,22; INK 5;"■■";AT n+1,22;"
■■": NEXT n
5206 IF NOT f(3,2) THEN PRINT AT
 4,24; INK 5;"■■■■■■";AT 5,24;"■
■■■■■": IF f(3,1) THEN LET f(3,2
)=1: FOR n=7 TO 0 STEP -1: BEEP
.01,n+30: BEEP .01,30-n: PRINT A
T 4,24; INK n;"■■■■■■";AT 5,24;"
■■■■■■": NEXT n: PRINT AT 4,24;"
      ";AT 5,24;"      "
5210 LET nx=18: LET ny=4: LET nx
1=12: LET ny1=7
5219 LET r$="12100000": RETURN
5220 GO SUB 7050: IF NOT f(4,2)
THEN PRINT AT 0,0; INK 5;a$;b$:
IF f(4,1) THEN LET f(4,2)=1: FOR
 n=175 TO 160 STEP -1: OUT 254,0
: OUT 254,16: PLOT INVERSE 1;16,
n: DRAW INVERSE 1;223,0: NEXT n:
 FOR n=10 TO 40 STEP 3: BEEP .01
,n: BEEP .01,n+3: NEXT n
5239 LET r$="13110000": RETURN
5500 GO SUB 8500: GO SUB 7050: P
RINT AT 0,0; INK 5;a$;b$;#1;AT 0
,0; BRIGHT 1; INK 5;a$;b$
5505 PRINT AT 3,3; INK 3;"▣";AT
3,28;"▣";AT 20,3;"▣";AT 20,28;"▣
";AT 3,4; INK 4;"════════════════
════════";AT 20,4;"══════════════
══════════"
5510 FOR n=4 TO 19: PRINT AT n,3
; INK 4;"≣";AT n,28;"≣": NEXT n
5515 PRINT AT 5,8;"CONGRATULATIO
NS!"
5520 PRINT AT 9,6; INK 4;"THE WA
RHEAD GUIDANCE";AT 11,5;"JAMMER
IS BEING BUILT!"
5525 PRINT AT 14,5; INK 6;"LOOKS
 LIKE THE WORLD'S";AT 16,5;"GOIN
G TO BE SAVED NOW,";AT 18,6;"THA
NKS TO YOU, PIXY!"
5530 FOR M=0 TO 3: FOR N=7 TO 0
STEP -1: BEEP .005,N+30: BEEP .0
05,N+33: PRINT AT 5,8; INK N; OV
ER 1;"                 ": NEXT N:
 NEXT M
5535 PRINT AT 5,8; INK 7; OVER 1
;"                 ": PAUSE 1: PA
USE 0: LET SC=SC+2000
5540 GO SUB 8500: GO TO 8000
7000 FOR n=0 TO 20 STEP 2: PRINT
 AT n,0; INK 5;A$;B$: NEXT n: RE
TURN
7010 FOR n=nx TO nx2 STEP 2: PRI
NT AT n,7; INK 5;"■■";AT n+1,7;"
■■";AT n,13;"■■";AT n+1,13;"■■";
AT n,19;"■■";AT n+1,19;"■■": NEX
T n
7015 FOR n=ny TO 20 STEP 2: PRIN
T AT n,4; INK 5;"■■";AT n+1,4;"■
■";AT n,10;"■■";AT n+1,10;"■■";A
T n,16;"■■";AT n+1,16;"■■";AT n,
22;"■■";AT n+1,22;"■■": NEXT n
7020 RETURN
7050 FOR n=0 TO 20 STEP 2: PRINT
 AT n,0; INK 5;"■■";AT n+1,0;"■■
";AT n,30;"■■";AT n+1,30;"■■": N
EXT n: RETURN
8000 REM titles
8005 GO SUB 8500
8010 PRINT AT 1,10; INK 3;"▣";AT
 1,21;"▣";AT 6,10;"▣";AT 6,21;"▣
";AT 1,11; INK 4;"══════════";AT
 6,11;"══════════"
8015 FOR n=2 TO 5: PRINT AT n,10
; INK 4;"≣";AT n,21;"≣": NEXT n
8020 PRINT AT 2,11; INK 5;"▬▬▬▬▬
▬▬▬ ";AT 5,11;" ▬▬▬▬▬▬▬▬"
8025 FOR n=3 TO 4: PRINT AT n,11
; INK 5;" ▌";AT n,20;"▌ ": NEXT n
8030 PRINT AT 3,12; PAPER 6; INK
 0;"PIXY THE";AT 4,12;"MICRODOT"
8035 PRINT AT 9,12;"CONTROLS";AT
 11,7;"Q...LEFT  W..RIGHT";AT 13
,9;"SPACE...THRUST"
8040 BEEP .1,-2: BEEP .1,0: BEEP
 .1,2: BEEP .1,-2: BEEP .1,0: BE
EP .1,2: BEEP .1,-2: BEEP .1,0:
BEEP .1,2: BEEP .1,-2: BEEP .1,2
: BEEP .1,1: BEEP .3,0
8070 LET A$="■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■": LET B$="■■■■■■
■■■■■■■■■■■■■■■■■■■■■■■■■■"
8075 FOR m=0 TO 10
8080 PRINT OVER 1;AT 19,6; INK 6
;"PRESS ENTER TO START"
8090 FOR N=0 TO 50: IF INKEY$<>C
HR$ 13 THEN NEXT N: NEXT m: GO T
O 8600
8100 FOR N=10 TO 59 STEP 6: BEEP
 .001,N: BEEP .001,49: BEEP .001
,N+3: BEEP .001,69: NEXT N
8110 GO SUB 8500
8115 DIM S(12): REM
   s=room flags - each room
     is either 1 if you've
     been there or 0 if you
     haven't
8116 DIM F(4,2): REM
   f=object flags - each object
     has two flags, no. 1 is
     1 if the object has been
     'got', 0 if not, no. 2 is
     1 if the object has been
```



```
      'used', 0 if not.
8117 REM cheat 2 set all the
         flags to 1 and you
         don't have to do any
         fancy manoeuvring
8120 LET li=6: LET sc=0: REM
     cheat here as well!
8130 LET sx=127: LET sy=87: REM
     start positions
8140 LET sa=0: LET sb=0
8160 LET scr=1
8170 LET A$="████████████████████
█████████████": LET B$="█████
██████████████████"
8190 LET a=sa: LET b=sb: LET x=s
x: LET y=sy
8200 IF scr=13 THEN GO TO 5500
8201 IF NOT S(SCR) THEN LET S(SC
R)=1: LET SC=SC+500: BEEP .005,-
10: BEEP .005,-20: BEEP .005,-10
8205 INK 7: CLS : PRINT #1;AT 1,
12;"PIXYS:0";LI;AT 1,0;"SC:00000
0";AT 1,9-LEN STR$ SC;SC;AT 1,23
;"HI:000000";AT 1,32-LEN STR$ HI
;HI
8210 GO SUB 4980+scr*20
8215 BEEP .005,-10: BEEP .005,-2
0: BEEP .005,-10
8220 LET SCRE=2980+SCR*20
8300 GO TO 6
8499 STOP
8500 PRINT AT 0,0; OVER 1; PAPER
 0; INK 7;" ";AT 0,0;: RANDOMIZE
 USR 60000: RETURN
8600 REM demo
8610 DIM F(4,2): GO SUB 8500
8620 FOR s=1 TO 12: GO SUB 8500:
 PRINT #1;AT 1,11;"DEMO  MODE"
8630 GO SUB 4980+s*20: BEEP .01,
-10: BEEP .01,-30: BEEP .01,-10
8640 FOR N=0 TO 50: GO SUB 2980+
S*20: IF INKEY$="" THEN NEXT N:
NEXT S
8650 GO SUB 8500: GO TO 8000
9000 REM initialize
9002 POKE 23675,88: POKE 23676,2
55
9005 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
9010 RESTORE 9100: FOR n=0 TO 87
: READ a: POKE USR "a"+n,a: NEXT
 n
9020 FOR n=60000 TO 60033: READ
a: POKE n,a: NEXT n
9040 LET hi=1500
9090 RETURN
9100 DATA 0,103,255,255,255,123,
127,95
9105 DATA 0,248,252,252,252,254,
190,126
9110 DATA 254,191,222,189,223,11
1,87,47
9115 DATA 254,126,252,252,244,25
4,254,14
9120 DATA 255,189,231,203,219,23
1,189,255
9125 DATA 0,0,255,0,255,255,0,0
9130 DATA 94,0,94,0,94,0,94,0
9135 DATA 192,126,3,126,192,126,
3,126
9140 DATA 34,119,85,85,85,85,221
,136
9145 DATA 102,187,255,102,24,153
,66,60
9150 DATA 0,102,102,96,96,126,12
6,0
9160 DATA 33,0,88,17,1,88,1,255,
2,237,176,22,16,33,0,64,1,0,12,2
03,30,35,203,22,35,11,120,177,32
,245,21,32,236,201
9500 PRINT AT 4,10; INK 3;"█";AT
 4,21;"█";AT 6,10;"█";AT 6,21;"█
";AT 4,11; INK 4;"══════════";AT
 6,11;"══════════";AT 5,10;"≡";A
T 5,21;"≡";AT 5,11; INK 7;"GAME
 OVER"
9510 BEEP .12,-10: BEEP .12,-5:
BEEP .12,2: BEEP .12,-5
9511 BEEP .12,-10: BEEP .12,-5:
BEEP .12,2: BEEP .12,-5
9512 BEEP .12,-10: BEEP .12,-5:
BEEP .12,2: BEEP .12,-5
9515 BEEP .3,0
9520 IF INKEY$<>"" THEN GO TO 95
20
9530 FOR N=0 TO 100: IF INKEY$="
" THEN NEXT N
9540 IF SC>HI THEN LET HI=SC
9550 GO TO 8000
9990 REM save routine
9995 SAVE "pixy" LINE 1
9996 VERIFY "pixy"
9999 REM dedicated to no-one at
         all ('cos i ain't got
         no friends).
```

ZUT ALORS! PIXEL EN CROUTE!

If you've written a brilliant utility program which you'd like us to consider for the irregular series *Utilities Cookbook*, then send it to us, with a tape (or cartridge), full documentation and a covering letter with your name, address and phone number to: Utilities Cookbook, the *YS* Kitchen, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Please allow 28 days days for evaluation and return.)

ROAD TO STARDOM

All you have to do to get your program in Program Power is write a Basic program that's approximately 10-14K long, or a machine code one of about 3000-4000 bytes (ish), bag it up with complete instructions on what to do with it, and fill in this wacky coupon...

PROGRAM POWER

Here it is! *The* game for the Speccy, and it's 100 percent original... that's to say I thought up the idea myself, oh yes, and my mate might have helped on some of the graphics... oh and my mum made me a sandwich while I was doing it, so she ought to get a credit... anyway, it's not a font designer, or a fruit machine, file program or microdrive utility, or anything like that. Nope! So, let's talk money... oh, you can't tell me how much you'll pay until you see it? Alright, here it is!

I am..

and my address is..

..

..

..Postcode...................

Phone..

My game is called...

and it's (Basic/Machine Code/MegaBasic)..........................

and it's about .... bytes long

Signed...

Cut out this coupon and send it with the cassette and full documentation to: Phil South, Program Power, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.
(Please allow 28 days for evaluation and return.)


ocean
Illustration: Michael Brownlow

A T'ZER SPECIAL

Stars on 45*

Anybody who's anybody knows *the* places to be seen in — Viscount Linley's latest birthday party (okay yah), the Limelight club or Frankie Goes To Hollywood's latest bash. But where else can you find Ian Botham nuzzling up to Samantha Fox, Popeye rubbing shoulders with Max Headroom, and Nosferatu exchanging bytes with Count Dracula? In your own front room, that's where! Forget the silver screen — all the real personalities are on your Speccy screen. *T'zer* mixes with the rich and famous, oh and a tonic.

*Well 48K actually!

Every celeb worth his condiments has found his way into my front room at some stage or other, and probably into yours. All right, I admit it — I don't know any of them personally (although Sly Stallone pops round for the occasional Babycham and George Cole has kissed me on the cheek, but that's another story). But you must agree — it's amazing the kind of people you mix with if you play the odd computer game.

It's all Daley Thompson's fault, if you ask me. His *Decathlon* and *Supertest* (Ocean) were the first personality based games that really made an impact, in those great days before he started hitting the Lucozade. Poor chap. But in his wake, every sportsman who ever rubbed liniment on his fetlocks could soon be seen grinning lucratively from the racks — Jonah Barrington with his squash, Graham Gooch with his test cricket and those beefy boxers Frank Bruno and Barry McGuigan.

And the sporties were just the beginning. Now, everyone who's anyone (or frequently no-one) has joined in. Who's ready for *Gary Kasparov's Super Chess*? *Normo Tebb's Bicycle Race*? *David Bryant's Bowls*? And what about some games based on women sporting personalities? How about *Fatima Whitbread's Javelin Throwing* or *Sharron Davies' Swimming Sessions*?

It's puzzling, though, that direct endorsement of games stops short at sporting heroes. Once the supply of willing (and suitably famous) athletes had been exhausted, there weren't many other personalities who could easily be linked up with good games — at least not in such a direct manner. Some companies tried quiz games, like *Stuart Henry's Pop Quiz*, while others used rather more bizarre themes (*The Growing Pains Of Adrian Mole* anybody?), but none made much of an impression on the games scene. Others tried more 'exciting' tie-ins — *Sam Fox's Strip Poker* was a brilliant idea which raised more than a smile from many of her ardent admirers and was a well designed game that made you keep coming back for more.

Nowadays you can divide most of the "character merchandising", as marketing people call it (hi, Geoff, let's do lunch), into three distinct categories. There are the straight film tie-ins, like *Rambo* and *Cobra* — which are often only loosely based on the original. Then there are the telly spin-offs — *The Young Ones, Minder, Roland's Rat Race* and every other program they think you're likely to watch (that's why there's not been a version of *Antiques Roadshow* just yet). Last, and most recent, are the cartoon characters, from fabby old *Scooby Doo* and *Batman* to the hippest new warlocks and lawgivers in 2000 AD.

It's probably the film and TV titles that have had the most stick. Remember *Benny Hill's Madcap Chase*? *A View To A Kill*? *3-2-1*? *M-m-m-max Headroom*? No, I thought you'd choose to forget those. But there have been some corking personality tie-ins. *Cobra*, of course, is still resident on a good many zappers' cassette decks, a real masterblaster of a game from Ocean which heartily took the mick out of superbrain Sly's pitiful film. *The Young Ones* (Orpheus) was another of my faves,

STOMM!

Urgent warning! A deadly new species of thrill-sucker is plaguing the universe — 2000AD has arrived on the Spectrum. *Strontium Dog* was the first to wreak mayhem on the Spectrum, closely followed by *Rogue Trooper* and that gropund *Judge Dredd* — and what a zarjaz game that was. And now there's that scrotnig alien *Nemesis The Warlock* — Martech should be releasing that very soon! The weird and wonderful characters in 2000AD are lively and exciting, so they're perfect for turning into computer games. Martech has just signed the licence for that Celtic barbarian Slaine and I reckon it's got great potential to be a real steamer of a game — look out for it this Autumn. So what else can you Terrans hope to see on the Speccy? Well, what about a game based on the great Tharg himself? And hey, like, man, D.R. & Quinch would be, like, totally awesome, man.



Judge Dredd



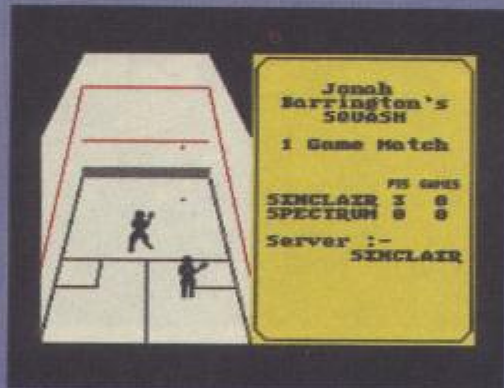




Nemesis The Warlock

SUPERSTARS

Ah, there was a time when it was difficult to buy a game for your Speccy without a sportsman leering out at you from the packaging. How about this list of notables — Steve Davis, Geoff Capes, Brian Jacks, Eddie Kidd, Nick Faldo, Ian Botham, Jonah Barrington, Bryan Robson, Graham Gooch and of course, Sam Fox. The most recent of these was *Brian Clough's Football Fortunes* — a brilliant football managing sim that combined the Speccy with a board game. It's funny that a lot of sporty sims without star name tags are actually better than ones with them. Take *Leader Board* and *Nick Faldo's Open Golf* for example — the former streaks ahead onto the fairway leaving Nick's offering at the first tee. Maybe we'll start to see personalities other than sports people endorsing games — *Russ Abbot's Madhouse* would be a good one, add a bit of humour to that and it'd be a real novelty.



Jonah Barrington's Squash



Daley Thompson's Supertest (128K)





Leader Board

THAT'S ALL FOLKS!

Or is it? We've seen all sorts of cartoon stars on the Speccy... *Popeye The Sailor Man, Yabba Dabba Doo* (okay Barney), *Asterix And The Magic Cauldron, Batman, Scooby Doo, He-Man And Masters Of The Universe, Superman* and *Dan Dare*. Most of 'em have been pretty good, even though it's quite difficult to reproduce cartoon style graphics on the Spectrum. *Yabba Dabba Doo*, for example, tried to capture the Flintstone's feel but unfortunately ended up looking a bit of a mess. *Batman*, on the other hand, had exceptional graphics though (holy smoke) they weren't cartoon style at all, not that it affected the game.

There are absolutely millions of cartoon stars both in comic strips (oo-er) and on TV that have yet to be snapped up and a few in the pipeline including *Centurions, Garfield, Yogi Bear* and *Roy Of The Rovers*. And I reckon we're going to be seeing quite a lot more in the near future.









Scooby Doo

CARTOON CHARACTERS

1984
Pat The Postman/Mikro-Gen
1985
Danger Mouse In Double Trouble/Creative Sparks
Word Games With The Mr Men/Mirrorsoft
Popeye/DK'Tronics
1986
Yabba Dabba Doo/Quicksilva
Batman/Ocean
Superman/First Star
Scooby Doo/Elite
1987
Yogi Bear/Piranha
Road Runner/US Gold

FILM STARS

1984
Hunchback/Ocean
1985
Hunchback II/Ocean
Kong Strikes Back/Ocean
Bruce Lee/US Gold
Buck Rogers/US Gold
1986
Rambo/Ocean
Sweevo's World/Gargoyle
Biggles/Mirrorsoft
Nosferatu/Piranha
1987
Dracula/CRL
Cobra/Ocean
Tarzan/Martech
Frankenstein/CRL
Flash Gordon/Mastertronic
Deathwish III/Gremlin
Basil Of Baker Street/Gremlin
Indiana Jones And The Temple Of Doom/US Gold

TV STARS

1985
Stuart Henry's Pop Quiz/Bellflower Software
Minder/Dk'Tronics
Rupert The Bear/Quicksilva
The Secret Diary Of Adrian Mole/Mosaic
The Hulk/Adventure International
1986
3-2-1/Micro-Computer
Benny Hill's Madcap Chase/Dk'Tronics
The Young Ones/Orpheus
Zoids/Martech
Max Headroom/Quicksilva
1987
The Growing Pains Of Adrian Mole/Mosaic
Star Trek/Beyond

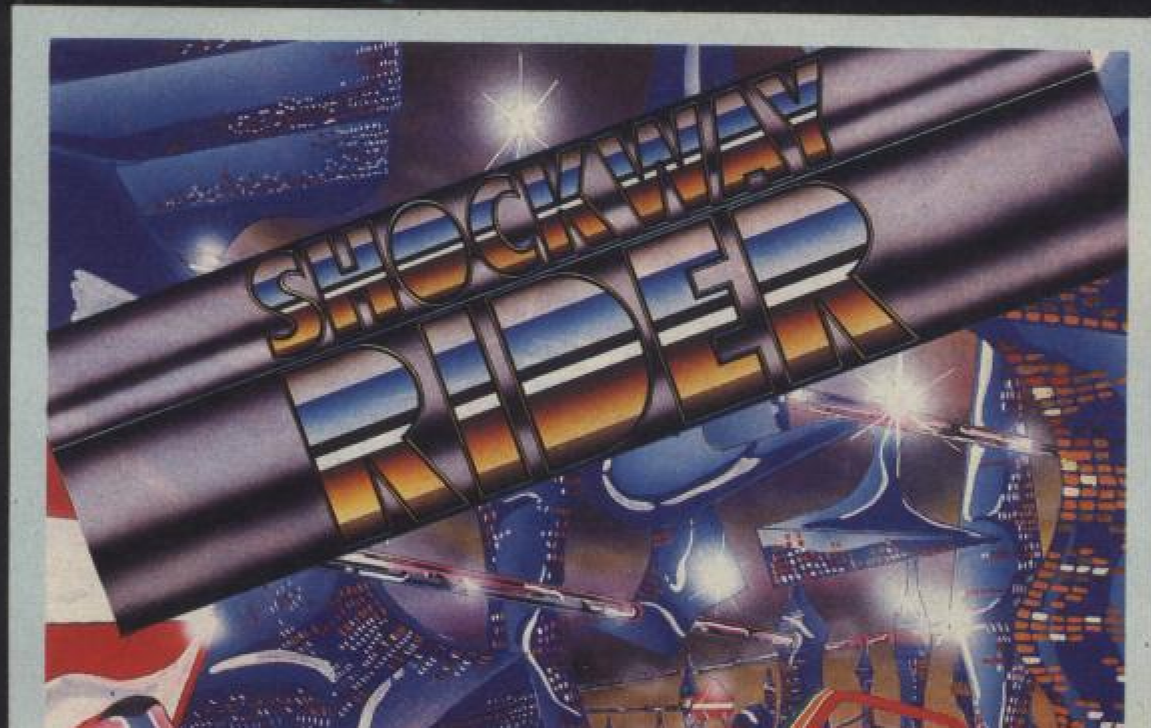
SPORTING STARS

1985
Daley Thompson's Decathlon/Ocean
Eddie Kidd's Jump Challenge/Martech
Brian Jacks' Superstar Challenge/Martech
Frank Bruno's Boxing/Elite
Nick Faldo's Open Golf/Mindgames
Jonah Barrington's Squash/New Generation
Bryan Robson's Superleague/Paul Lamond
Bobby Charlton's Soccer/Dacc
Daley Thompson's Supertest/Ocean
1986
Barry McGuigan's Boxing/Activision
Geoff Capes Strongman/Martech
Steve Davis' Snooker/CDS
Ian Botham's Test Cricket/Audiogenic
Sam Fox Strip Poker/Martech
1987
Peter Shilton's Handball Maradona/Grandslam
Brian Clough's Football Fortunes/CDS

COMIC STARS

1985
Strontium Dog/Quicksilva
1986
Dan Dare/Virgin
Rogue Trooper/Piranha
Asterix And The Magic Cauldron/Melbourne House
1987
Judge Dredd/Piranha
Nemesis The Warlock/Martech
Garfield/The Edge
Roy Of The Rovers/Piranha
Slaine/Martech

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difficult and obscure though it was unless you'd got every TV episode on tape and watched them all 3,000,000 times. But then you had, hadn't you?

On balance, though, it's the cartoon characters that come off rather better on the Spectrum. *Batman* is the obvious example — it may not have much to do with the original but wow, what a game! Taking the Filmation ideas developed by Ultimate to their logical conclusion, it had all the hallmarks of the classic game — easy to start, virtually impossible to complete (though my mum managed it), and brimming with ideas.

And what about *Dan Dare*, Virgin's evocative recreation of the old Eagle warhorse? Surely no game has ever reproduced the charm and feel of the original so accurately. If we're talking about cartoon heroes, though, let's not forget the comic which is coming to dominate our lives — 2000AD. First came Quicksilva's *Strontium Dog*, then Piranha's *Rogue Trooper*, and before you could say 'Borag Thung' *Judge Dredd* appeared on our screens. Unless you were a perp you bought it 'cos this was a brilliant recreation of the cartoon character — all that fast-moving, sharp shooting action.

Personality endorsed games, whether they're based on real-life stars or cartoon characters, are taking the market by storm. Star name tags provide a strong image and are more likely to sell a game 'cos they sound sexy and appealing. And no, I don't mean Sam 'wahay' Fox. What's more they can also benefit from other spin-off promotions — films, books, cuddly toys, fondue sets — the list is endless. Everyone has their own idols — I've always gone a bundle on Michael Caine (not a lot of people know that) and if someone brought out a game based on him I'd buy it like a shot. Likewise you've probably got your own heroes and heroines who you'd like to see in all their glory on the Speccy.

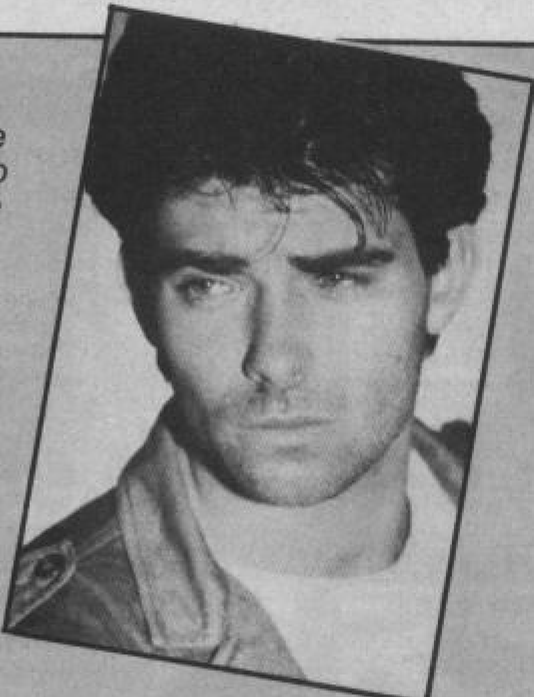
Trouble is, some of these tie-in games are often very disappointing. If you buy a game expecting to see a butch Arnold Schwarzenegger beating the hell out of someone it's a let down to find he prances about like a schizophrenic ballerina. Unfortunately many software companies concentrate too much on the personality that's endorsing the game, and not enough on the design of the game itself. This is often because a great deal of money has to be spent on securing a licence for a star character, leaving less cash available for the game's development. Which is a shame, 'cos it means that too many potentially brilliant licences are completely wasted. (Have you seen Macsen's *EastEnders* yet?)

Sticking a character into a game is no guarantee of success, but it's definitely an advantage if you want to get a game noticed. It's a hell of a lot easier to link a sports personality to a game as you can then produce a simple sports simulation. Other tie-ins are more difficult to convert though they needn't end up a load of dross. *Nosferatu*, for example, though based on the demonic Dracula himself, had very little to do with stakes, garlic and coffins but you could sure get your teeth into it.

So how does a software company decide which personalities it wants to license and how much to pay. Martech's Managing Director, David Martin reckons it's really quite easy. "Basically you look for a strong character that feels right. It's got to be exciting and capture the imagination.

KIDDING ABOUT

Lean, mean racing machine, Eddie Kidd, got out of the saddle and into the code to star in Martech's Eddie Kidd's Jump Challenge.



Have you got a computer?
Yes, I did have a BBC. I used to quite enjoy playing games but I don't get the time now.
Do you reckon racing is well simulated on computers?
Generally yeah! I think kids like 'em and *Eddie Kidd's Jump Challenge* is great!
What are you up to at the moment?
I've just done the new Levi's black 501's commercial. I had great fun doing that though I'm now being mobbed. Still, it's not as bad as not being mobbed.
Were you heavily involved in the production of Martech's Eddie Kidd's Jump Challenge*?*
Yes, especially in the early development. I went and chatted to the programmers and advised on the technical details of riding a bike. I'd actually like to do another one at some stage.
What made you become a stunt rider?
I saw Evel Knievel when I was 13 and I got into it from there. I haven't ridden much lately though as I've been more involved with acting and singing. Both give me the same sort of buzz.
Okay, so what was your proudest sporting moment?
Holding the world record for jumping 14 double decker buses — 196 feet!
Do you have any strong ambitions?
Apart from being successful I wouldn't mind having a number one record.
Are you a trainspotter?
No, I'm not into that!

CHARACTER ANALYSIS

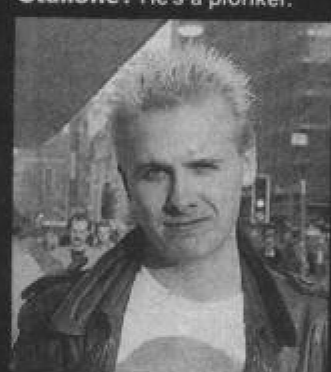
So what do you think about all those characters squeezed into your Speccy? Isn't it a bit uncomfortable in there? We went out on the streets (man) to see what people thought...



THOMAS PFISTER, 13, lives in Mile End. **Fave computer game?** *Lightforce.* **Best game based on a personality or character?** *Frankie Goes To Hollywood.* **Worst?** Good question, there are plenty there... Er... too many to name! **Are licensed games better or worse than others?** Usually worse. **Fave idols or heroes?** Jimmy Somerville. **What do you think of Sylvester Stallone?** He's a wally.



JIM PALMER, 18, is from Swanleigh in Kent and spends most of his waking hours playing *Starglider.* **Worst game based on a personality?** Dunno — let's 'ave a think — *Eddie Kidd* was bad. **Which character/personality should someone base a game on?** Gary Numan — perhaps a flying game. **Have you ever been disappointed by a character game?** Most are a load of rubbish. **Fave idols or heroes?** Gary Numan. **Who would you be if you could be someone else?** (thinks) Gary Numan. **What do you think of Sylvester Stallone?** He's a plonker.



MIKE SLIFKIN is 19, comes from Ashford in Middlesex and is a mate of Jim's, so you can guess his interests... **Character or personality you'd base a game on?** Er..Gary Numan. **Thought so. Are licensed games better or worse than others?** Worse, nine out of ten times. **Fave idols or heroes?** Silly question innit really. **Who would you like to be if you were someone else?** Gary Numan's mum.



DANIEL GENTELY is 12, comes from Wembley and is heavily into boxer shorts. **Fave computer games?** *Space Harrier* — is most fun and the best graphics. **The best game based on a character or personality?** *Daley Thompson*'s games, and *Brian Jacks'* too. **The worst?** Oh, *Scooby Doo* — it's rubbish. **Which character or personality would you base a game on?** Me. No, *Inspector Gadget.* **Melbourne House is doing that.** Really? Brilliant! **Who would you like to be if you were someone else?** The man in *Space Harrier* — wow!



DARREN BULL is 13, from Stanmore and a fan of *Yie Ar Kung Fu II.* **Best personality game?** *Brian Jacks.* **Are licensed games better or worse than others?** I think they're better actually. **Fave idols?** Linda Lusardi. Wahay! **Who would you like to be if you were someone else?** Spiderman. **And finally, what do you think of Sylvester Stallone?** He's a pratt!



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Zoids, for example are tremendously successful toys and in this case it was very easy to work out an exciting gameplay. Likewise *Nemesis The Warlock* is an extremely strong character and a popular cult figure in 2000AD." The amount of money a company has to part with depends on the star quality of the personality — some licences can be very cheap, others like Disney titles would probably cost an arm and a leg, except for Long John Silver, of course!

There are simply zillions of characters that have yet to be linked to games so we've got a lot to look forward to, or not, as the case may be. Amazingly enough there are still one or two properties that haven't been picked up by rampaging software houses. Where's the Speccy version of *One Man And His Dog* or *The Care Bears Chainsaw Massacre*? Not to mention a few of my own personal faves... *Betty Boop, Fungus The Bogeyman, The Pink Panther, Top Cat, Tom And Jerry, Snoopy, Tintin Bob Monkhouse's Full House* to name but a few. We've had *Frankie Goes To Hollywood* — what about *Five Star*? Who would you like to see star in their own Spectrum game?

Well, I'm off to strip Ian Botham, go once round the course with Max Headroom and get a grip on Daley Thompson. I wonder who I'll be playing with next year?



STRONG LANGUAGE

Geoff Capes may be strong but he sure ain't silent! As T'zer found out when she spoke to the strongman himself.

Do you own a computer?
I don't but my son's got a Sinclair Spectrum something or other. I've played a few games on it — some are pretty good, but I find them too difficult. You can't teach an old dog new tricks, after all.
Are sports well simulated on the computer?
Daley Thompson's *Supertest* was pretty good and *Geoff Capes Strongman* was great! Many suffer from being more on the personalities than on the actual sport they're trying to simulate.
Do you reckon it's more fun playing the sport?
Simulations do at least give kids an insight into the skills necessary in a sport even if they wouldn't normally be able to master the sport, like strongmen for instance.
Were you involved in the development of Geoff Capes Strongman?
Only in the infancy stage — choosing events and giving technical advice. I've played it but I find it too hard, though kids don't.
What are you doing at the moment?
Laying in bed talking to you! I'm training hard as I'm going to do a strongman competition in Japan soon.
Who's your favourite sports commentator?
Well, I should say Stuart Storey (my coach). I also like David Vine. But the best athletics commentator has got to be Ron Pickering for pure knowledge.
What's your proudest sporting moment?
I think representing the country for the first time and winning my first medal — in the 1974 Commonwealth Games. Other than that being called the world's strongest man.
Have you got any other burning ambitions?
Winning the World Budgerigar Championships. *Oh, you keep budgies!*
Australian Parrakeets please!
If you hadn't gone into athletics which other sport would you have chosen?
Boxing — 'cos I'm naturally aggressive.
Hem! Do you eat a lot to keep up your strength?
Between seven and ten thousand calories a day. I'm a lot of man!
Does your beard give you strength or does it remove the froth off your Guinness?
Neither. It's there to stop me getting a rash when I toss the caber. They're very cold and scratchy.

RISING STARS

Wouldn't you like to know which up'n'coming starlets will be getting star billing on a Spectrum near you? Well, you're in luck 'cos tonight, in YS, it's Preview Time!



That high-speed birdy, *Road Runner* will be whooshing across your screens in June courtesy of US Gold. Meep meep! Ooo-er... Sigh... Harrison Ford will be nestling in my bedroom quite shortly 'cos the same company is releasing *Indiana Jones And The Temple Of Doom*. Ooh worra hunk! And if you go for the butch, macho type then Charles Bronson will be exhibiting his glistening torso in Gremlin's new game *Deathwish III* that's based on the movie. Gremlin is also releasing *Basil Of Baker Street* which is all about that cutesy pie little mouse Basil who starred in Disney's blockbusting movie, *Basil The Great Mouse Detective*.

Okay Boo Boo! Worrabout *Yogi Bear*? Piranha, being smarter than the average software house, has snapped up the licence to that wacky cartoon character. Look out for it sometime in the autumn. It's also got the ripping footer hero *Roy Of The Rovers*, who's still going stong even though he must be about 60. And on the subject of animals (Grrrrrrrr) The Edge has just secured the licence to *Garfield*. It should be releasing the first game in the series, *The Big Hairy Deal*, next month.





Well, that's about it, though we do know that several software companies are in the throes of tying up deals to license personalities though they weren't very forthcoming about them. US Gold, for example has a couple in the pipeline but Richard 'Tizzy' Tidsall won't let on what they are. Watch YS for more up-to-date information.

STARRY EYED

You'd have thought that every imaginable character or personality would've been used to endorse a game by now. But no! At the YS office we came up with at least a dozen titles that we could well be seeing in the near future if only someone would spot their potential...

Tom And Jerry: A rat race of a game that would feature Tom fleeing from Jerry, or the other way around, and no sign of that appalling little Duckling. Well, I'd buy it!
The Pink Panther: A gentleman, a scholar, what an acrobat! Not only is this groovy cat pink, but rinky-dink to boot. It'd go down a treat especially for people who live in Durham! Dur-ham, dur-ham, dur-ham...
Captain Scarlett: Yeah! Gerry Anderson's grooviest and fabbiest creation. This is the voice of the Mysterons — "how about a *Captain Scarlett* Speccy game?"
The Fly: Yeurch! Imagine all those pulsating gory bits squirming about on the screen. Yummy!
Gandhi: Darlings, loves, angels (sob) what a wonderful game this would be. All that loin-cloth action — I can't wait.
Mr T: What a great shoot'em up this would make. The first section would be a test of your skill at putting a ton of jewelry on and then you'd blast everything to bits and nobody would get hurt.
Sylvester And Tweetie Pie: I taut I taw a puddy tat... or I'd like to at any rate. Hey, wouldn't this be great fun — you'd play a hungry Sylvester who's hunting out a tasty snack.
Top Cat: The indisputable leader of the gang — and for once Officer Dibble is on the warpath. Or perhaps you play Dibble, and you've got to work out what Bilko — whoops, Top Cat, is up to.
Donald Duck: Waaaauuughwaauggh-wwwaaugggggghhhhhhhhh! What else can you say about this except that it'd be brilliant!
Tintin: Blistering barnacles! Mum's the word, Thompson, but no-one has yet snapped up this world-famous licence. So stop playing the goat, software houses — there's an adventure to be had with this one!
Fungus The Bogeyman: I'm sure anyone with a little bit of imagination could come up with a good scenario for this slimy character.
D.R. & Quinch: Hey man, we're sure this would be, like, deeply astonishing and totally awesome on the Speccy. Like, really utterly vital for 2000AD perps, man!
Snoopy: Good grief! Why has nobody ever thought of this before? Blah, blah blah. Oh, maybe it's 'cos it'd cost more than Peanuts!

HACKING AWAY

Send all your POKEs, hacks and cries for help to ZZKJ, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

WRITE TO US AND WIN A BADGE

ZZKJ dishes up another big helping of hacks and POKEs!

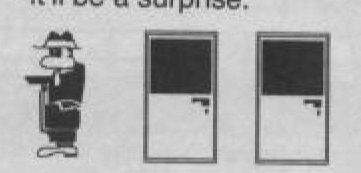
I've had a weird mail bag this month, I can tell you. First I'm overrun with *Gauntlet* hacks, then I'm swamped with requests for help on *Heartland*. Still, that's life, I s'pose. So, before I get completely drowned by the mail, I'd better put print-head to paper and get hacking.

ELEVATOR ACTION

Let's have a nice, gentle start with a compact hack by **Jon North** from Sutton for A'n'F's *Elevator Action*. Type in the program, RUN it, and play the game tape from the start.

```
  10 REM ELEVATOR ACTION
HACK © JON NORTH
  20 CLEAR 65535: LET t=0
  30 FOR f=65400 TO 65430
: READ a: POKE f,a
  40 LET t=t+(f-65390)*a:
 NEXT f
  50 IF t-111358 THEN PRI
NT "DATA ERROR": STOP
  60 RANDOMIZE USR 65400
  70 DATA 221,33,218,252,
17,180,0,62,255,55
  80 DATA 205,86,5,48,241
,33,144,255,34,240,252
  90 DATA 195,218,252,175
,50,101,164,195,35,148
```

He doesn't say what the program does, but I guess it's for infinite lives. Try it anyway — it'll be a surprise.



ALIEN HIGHWAY ENCOUNTER II

Now let's try something more meaty — a hack for Vortex's *Alien Highway Encounter II* from **James Tough** of Aberdeen, accompanied by **Rod Smith**'s ZX printer. Just type it in and RUN it. If it says "DATA ERROR", check the DATA lines as you'll have made a mistake. If all's well, play the game tape from the start.

```
  10 REM ENCOUNTER 2 HACK
 © JAMES TOUGH
  20 CLEAR 65535: LET t=0
  30 FOR n=50038 TO 50147
: READ a: POKE n,a: LET t
=t+a: NEXT n
  40 IF t-14009 THEN PRIN
T "DATA ERROR": STOP
  50 FOR n=n TO 1e9: READ
 a: IF a<999 THEN POKE n,
a: NEXT n
  60 RANDOMIZE USR 50058
  70 DATA 33,0,0,34,122,2
55,33,228,195,17,113,255
  80 DATA 1,11,0,237,176,
195,60,255,221,33,203,92
  90 DATA 17,154,6,55,62,
255,205,86,5,48,241,243
 100 DATA 33,253,94,17,17
1,252,1,246,2,62,202
 110 DATA 205,209,195,33,
217,252,84,93,213,1,200,2
 120 DATA 62,132,205,209,
195,225,17,80,195,1,38,0
 130 DATA 237,176,33,99,1
95,34,104,195,34,108,195
 140 DATA 33,89,195,34,11
6,195,195,80,195
 150 DATA 221,33,82,0,221
,229,221,33,141,98
 160 DATA 221,229,221,225
,237,79,195,141,98,175
 170 DATA 50,19,154,50,24
4,153: REM INVINCIBLE
 180 DATA 50,53,137: REM
STOP TIME
 190 DATA 999: REM DATA E
ND MARKER
```

HEARTLAND

Why is there a sudden interest in Odin's *Heartland*, I wonder? Okay, so it's a nifty little game but it is getting on a bit now. Never mind, I'm here to help, so help I shall. I've got a fairly comprehensive hack to give you infinite time, infinite energy and fireballs as a permanent weapon. All you have to do is type in the program, save it off, RUN it and if the dreaded "DATA ERROR" message doesn't appear, everything is fine 'n' dandy, so you can play the game tape from the start. If you don't want one of the features, just delete the line it's on before you RUN the program. If you don't want permanent fireballs, delete lines 230 *and* 240. Whatever you do, don't touch lines 10-200 and line 250.

```
  10 REM HEARTLAND HACK ©
 ZZKJ
  20 LET t=0
  30 FOR n=23296 TO 1e9:
READ a: IF a=999 THEN RAN
DOMIZE 1267+USR 23296
  40 IF a>=0 THEN POKE n,
a: LET t=t+a: NEXT n
  50 IF t+a THEN PRINT "D
ATA ERROR": STOP
  60 LET t=0: LET n=n-1:
NEXT n
  70 DATA 118,205,162,45,
127,90,90,75,74,72
  80 DATA 59,59,225,17,36
,91,6,126,26,203
  90 DATA 65,40,3,134,24,
1,174,18,19,16
 100 DATA 243,35,13,242,1
3,91,195,95,109,72
 110 DATA 143,202,126,102
,169,113,115,78,123,100
 120 DATA 175,102,212,98,
44,73,102,170,98,45
 130 DATA 73,111,168,169,
54,36,95,136,82,155
 140 DATA 95,168,70,143,1
16,85,199,127,212,220
 150 DATA 199,46,119,95,2
3,204,127,248,52,143
 160 DATA 23,244,26,211,2
28,98,118,244,98,114
 170 DATA 244,98,190,244,
98,210,244,102,119,130
 180 DATA 102,204,98,254,
204,102,23,98,183,204
 190 DATA 115,23,244,95,0
,61,146,67,205,117
 200 DATA 142,205,25,-156
68
 210 DATA 98,45,12,-155:
REM INFINITE TIME
 220 DATA 98,15,82,-195:
REM INFINITE ENERGY
 230 DATA 98,119,116,98,2
01,116,98,101,232,102: RE
M LINES 230+240 FOR FIREB
ALLS
 240 DATA 124,98,121,116,
95,95,123,146,204,116,-25
19
 250 DATA 117,12,31,-160,
999: REM END MARKER
```

TEMPEST

I managed to get hold of a copy of Electric Dreams' *Tempest* just in time to put it into this month's *Hacking Away*. Pretty good, eh? Anyway, I've worked out some POKEs to help you play the game. These really are good, old-fashioned POKEs, none of these ones where you have to type in a dozen lines of data. Using them is simplicity itself. Type in the hack, RUN it and play the game tape from the start. You can't get it wrong (can you?) 'cos there's no data to type in incorrectly. Lines 30 and 40 give you infinite lives for Player 1 and Player 2, and line 50 lets you Super Zap whenever you wish. Mind you, this totally destroys any challenge in the game, though it's fine for insomniacs — you can sit up all night and still be playing it the next morning!

```
  10 REM TEMPEST HACK
© ZZKJ 20/2/1987
  20 CLEAR 65367: LOAD ""
CODE : POKE 57544,201: RA
NDOMIZE USR 57344
  30 POKE 33537,183: REM
PLAYER 1 INFINITE LIVES
  40 POKE 33610,183: REM
PLAYER 2 INFINITE LIVES
  50 POKE 34909,0: REM IN
FINITE SUPER ZAP
  60 RANDOMIZE USR 48128
```

All righty — that's your lot for this month. I've just got a few minutes left before the shops shut to get myself a wet suit and snorkel, otherwise I'm going to drown under all this *Gauntlet* mail. Keep sending them in though — the more letters the better! See you next month.

HACK OF THE MONTH

GAUNTLET

Okay, everyone, it's time for *Gauntlet*. Before I even had a chance to look at the game myself, the hints, tips and hacks were flooding in. The hardest job was deciding on the best hack of the lot, so I typed 'em all in, tested them, and finally decided on the one from **David McCandless**. You just type in his program, save it off, RUN it, and if it doesn't say "DATA ERROR" then play the game tape from the start of side one. David's program has several useful features. F'rinstance, Infinite Health means you don't run out of energy while Infinite Treasure Time gives you as much time to plunder the treasure rooms as you want. No Generation stops the generators from generating monsters, so you can wander around without bumping into any nasties. No Poisoned Food speaks for itself, and No Player Hit Pain stops one player's shots from affecting the other player on the higher levels. If you don't want one of the POKEs, just delete the line it appears on before RUNning the program, but don't touch lines 10-100 or line 150.

```
  10 REM GAUNTLET HACK ©
DAVID McCANDLESS 31/1/87
  20 CLEAR 32768: LET t=0
  30 FOR n=23296 TO 23320
: READ a: POKE n,a: LET t
=t+a: NEXT n
  40 IF t-2969 THEN PRINT
 "DATA ERROR": STOP
  50 FOR n=n TO 1e9: READ
 a: IF a<999 THEN POKE n,
a: NEXT n
  60 RANDOMIZE USR 23296
  70 DATA 221,33,218,254,
17,81,1,62,255,55
  80 DATA 205,86,5,48,241
,33,24,91,34,57,255,243
  90 DATA 195,0,255,175
 100 DATA 50,105,189,50,1
13,189: REM INFINITE HEAL
TH
 110 DATA 50,55,144: REM
INFINITE TREASURE TIME
 120 DATA 62,24,50,87,175
: REM NO GENERATION
 130 DATA 33,0,0,34,130,1
42: REM NO POISONED FOOD
 140 DATA 62,24,50,121,14
4: REM NO PLAYER HIT PAIN
 150 DATA 195,0,132,999:
REM DATA END MARKER
```

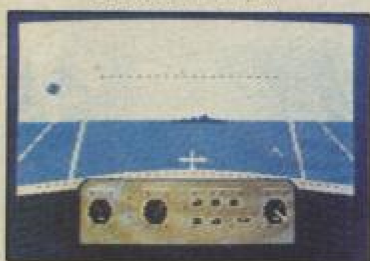
Battle for Midway, Battle of Britain, Theatre Europe, Falklands '82, Iwo Jima, AND NOW -

Bismarck

MAIN MAP



COCKPIT VIEW

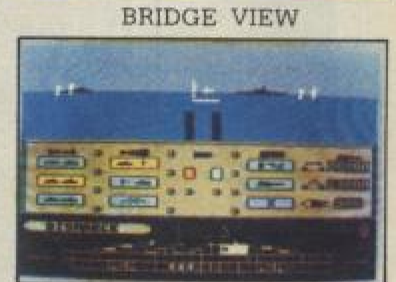


On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first kill.....

AIR RECON MAP



BRIDGE VIEW





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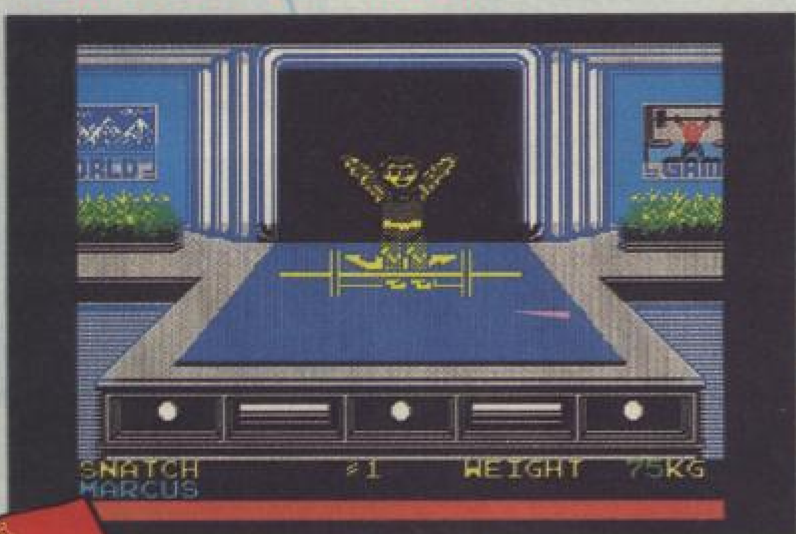
WORLD GAMES

YOUR SINCLAIR MEGAGAME

What can match the international flavour of US Gold's latest festival of fun and frolic, *World Games*? *Marcus Berkmann* spins the globe and gets his fingers stuck.

We are the world, we are the children, as those great modern philosophers Lionel Richie and Michael Jackson once wrote. This spirit of global oneness (hey man!) is what

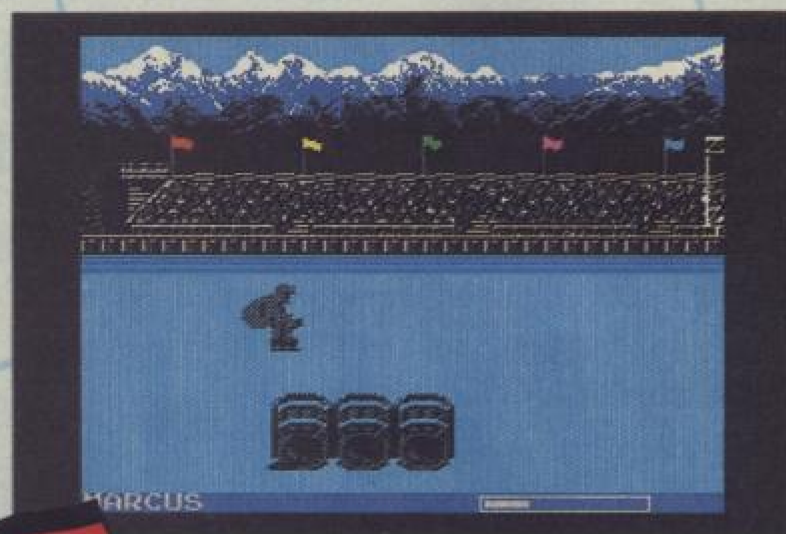
WEIGHTLIFTING — RUSSIA





Home of those vast blubbery men called Zbigniew Lardslabflabinsky, who always come first in the megaheavyweight class at the Olympics. But you know what they say — the bigger they are, the harder they fall, and this is your chance to grab weightlifting gold — even if you were a finalist for Mr Puniverse! There are two rounds, the "snatch" and "clean and jerk", and in competition you'll need to complete the first to move on to the second. The snatch is all a matter of timing — grasping, lifting, snatching and standing all within a couple of seconds. And don't leave him lifting the bar too long, or he'll crash through the floor! The Clean and Jerk is even trickier — lift it clean or you'll look a jerk.

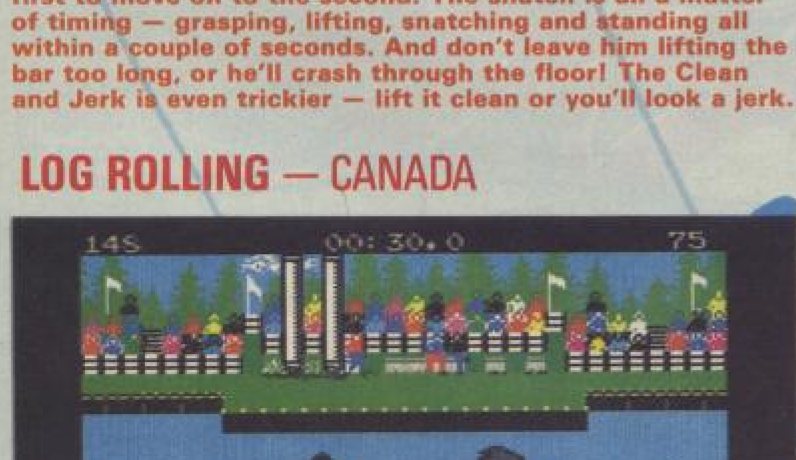
BARREL JUMPING — GERMANY





A brisk flight over the Urals, and we're in the land of lederhosen, monocles and "Tomorrow Belongs To Me". Here we try the 300-year-old sport of barrel jumping, in which Teutonic Torvills and Deans attempt to clear a number of barrels on their ice-skates. Not the easiest sport in real life, I'd guess, but *World Games* gives you the chance to trounce those klose-kropped Kurts und Karls. It's a joystick waggler, of course, and by no means a piece of Apfeltorte. Press fire to jump, and pull back to land, if of course you actually manage to get over the barrels. If you foul up, expect to get wet. Just the sort of game to break the ice at parties. Vorsprung durch Technik, mein Führer!

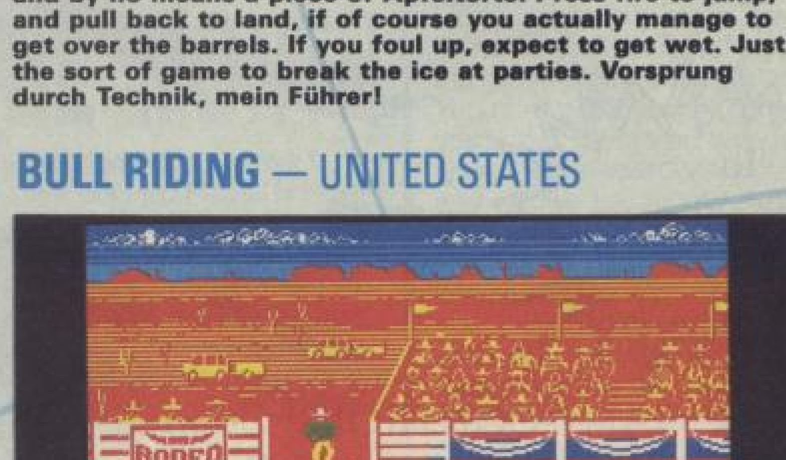
LOG ROLLING — CANADA





Are there any famous Canadians? (Besides Captain Kirk, of course.) Never mind. Our next stop is a Canadian lumber camp, where lumberjacks have been rolling logs since 1840, and pressing wild flowers for even longer. You compete against another player or the computer, and the idea is to dislodge your opponent from the log by spinning it back and forth. You need to establish a rhythm with the lumberjack's legs (*Nawty! Ed*) if you're to have any chance of success. When, inevitably, you fall in, you certainly pay the penalty — a shark starts circling you and soon you don't have a leg to stand on. Try changing the log's direction suddenly and then rolling it in the direction that'll make him fall off.

BULL RIDING — UNITED STATES





Hey, Mary-Lou-Beth-Jim-Bob, this time we don't have to flah (translation: fly) thousands of mahls 'cos we're right here on the do'step fo' this one. Iss jus' down from Canada fo' the Bull Ridin' — a favourite sport here in Dallas. This Bull Ridin' nonsense's real hard to git the hang of. You got to control the bull when the critter's buckin', when he's spinnin' an' when he's runnin' an' haltin'. Not only that, you must try and anticipate the bull's moves and respond accordingly. Here's one round of *World Games* where practice isn't just useful, it's vital. Fortunately the practice mode lets another player control the bull, giving you the opportunity to get used to his churlish and bad tempered ways.

World Games is all about. After *Summer Games* and *Winter Games,* Epyx's latest sports sim collection (through US Gold) travels the globe in search of the wildest and wackiest athletic contests imaginable. From the Soviet Union (Weightlifting) to the United States (Bull Riding), you'll hop the oceans to compete in eight events with nary a hint of jet lag. No hotel bills, either. And you may even wind up as world champion in an event or two.

As you'd expect, the game's a multi-loader, and the initial menu gives you a number of options. Being impatient, I always tend to go for the 'Compete in all events' choice, but it's worth putting in a little effort on the practice mode in some of the events. Alternatively, you can compete in just the one event — especially useful for showing off to gullible friends. In fact, you can play with up to three other people, but personally I like to have a little quiet practice before I start clustering the competitors — I mean, you wouldn't want to lose, would you?

World Games is well up to Epyx's previous standards, and makes me realise how long it is since we've had one of these games compendiums to juggle with. Each event has been well designed, both in gameplay and graphics, and you'll be relieved to hear that there's not too much of the old waggle waggle — most of the time you need brainpower as well!

So pack your liniment, collect your passport and call Aeroflot, 'cos the first stop's Russia — and you're pumping iron!

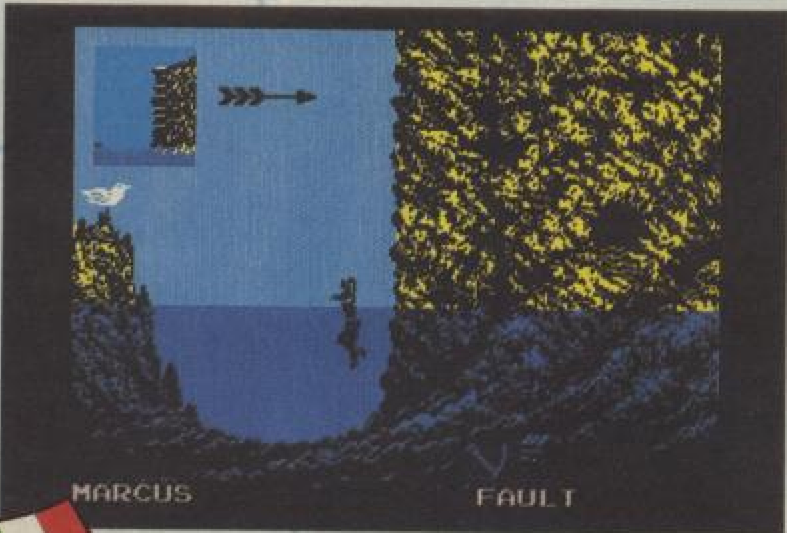
Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX

Game	**World Games**
Publisher	**US Gold**
Price	**£8.99**
Keys	**Definable**
Joysticks	**most**

Illustration: Stephen Wright

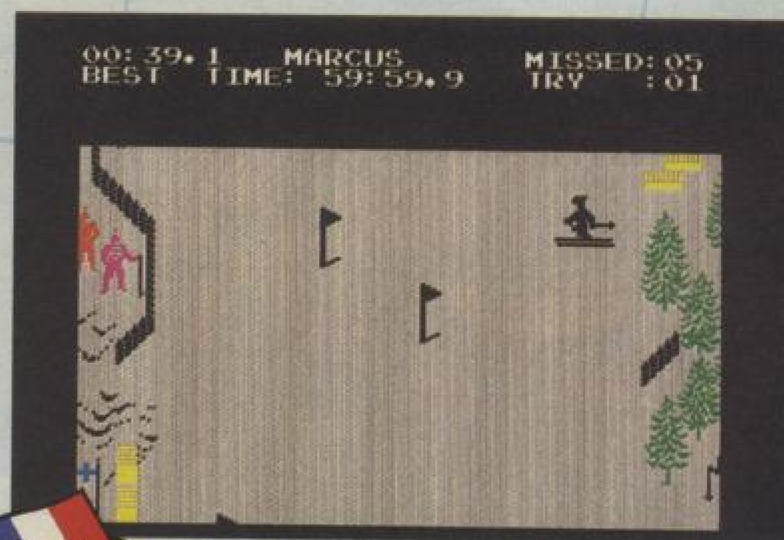
CLIFF DIVING — MEXICO





¿Que? And we're off again, to Mehhhhico (stand back, or buy an umbrella) to watch Cliff Diving in Acapulco. Sounds like a fifties Hollywood film star, dunnit (... starring Tab Hunter, Rip Torn and Cliff Diving), but no, it's one of the more glam and unusual sports in *World Games*. Unlike barrel jumping, it's easy to get going without being repeatedly killed, but perfecting your art is a mysterious process requiring years of practice and some nifty stickwork. Avoid being dashed against the rocks by arching your back for as long as possible, then surface quickly to escape that watery grave. Cliff himself is an elegant individual, although I'm not sure I recognise Acapulco from the last time I was there (ahem).

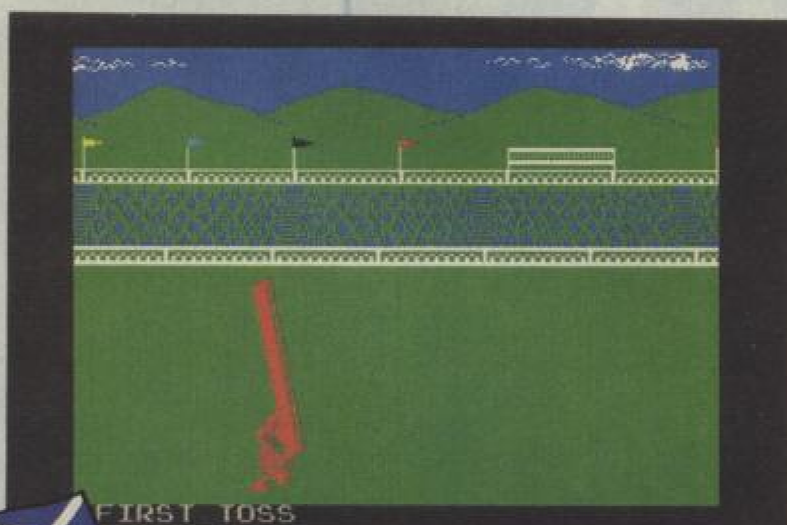
SLALOM SKIING — FRANCE





Bonjour, mon petit pièce de broccoli! Avez-vous un ski-pass? 'Cos si vous avez un pass de ski, vous pouvez groover around les slopes comme tous les autre smug gits avec les outfits trendies et les tans out of les bouteilles. Naturellement, it'll cost you, Jean. Instead, pourquoi non try le *World Games,* de US Or? C'est très inexpensive, mais il est mildly reminiscent de *Horace Va Ski-ing,* n'est-ce pas? Oui, vieux haricot. Mais les graphiques sont superieurs, et le gameplay, c'est plus challenging (ie difficile). Si vous pouvez get around tous les obstacles, vous êtes un meilleur homme que moi, Gunga Din. Avez vous un go — c'est un corkeur.

CABER TOSS — SCOTLAND





Och, we do get around in this game, don't we? Don your kilt, speckle yer sporran and prepare to get tossin', 'cos we're in the highlands and the wind's whistling around your Firth of Forth. Your mission, should you decide to accept it, is to launch yon caber into the gloaming as far as your hairy arms (bleugh) can chuck it. This is no mean feat. Fail to launch it properly and you'll be jumping up and down, nursing a no doubt fatal foot wound. If you don't get up enough speed before bunging the thing, you'll throw it straight up into the air and it'll pummel you into the ground. The caber has to flip over completely for a legal toss, and you'll probably flip before you get that far.

SUMO WRESTLING — JAPAN





Haaaiiiieee! Thwok! Yes, our final port of call is Japan, and in more ways than one, we've come full circle — yup, it's the fat men again! And this is Lard with a capital L! Sumo wrestlers don't stop at two dinners — life for them is just one long meal. Here you can play against the computer or another player, pushing your opponent to the back of the mat or chucking him over your shoulder — something you'd need more than a cooked breakfast to do in real life. The moves are fairly standard judo sim — loads of tripping and wacky Jap words that sound like people sneezing. The quicker your reactions, the shorter the match and the higher your score. Aiiiieeee! Splat!


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WE WERE ABOUT TO WARN YOU OF THE DEVASTATING EFFECTS OF
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A two way test of skill and nerve–can you out-manoeuvre the awesome ogre and blast a path through the myriad of colourful blocks and on the return, are your reflexes fast enough to retrieve the speeding missile, deflected from its block shattering journey or regurgitated contemptuously from the ogre's mouth.
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YOUR SINCLAIR PRESENTS...
JACK THE NIPPER
CD387
WE'LL ONLY BE GONE FOR A COUPLE OF HOURS JACK. EAT UP ALL YOUR MILK AND RUSKS AND I'LL GIVE YOU SOME LOVELY CUSTARD WHEN WE GET BACK.
GOO GOO! YUMMY CUSTARD!
DON'T WORRY DEAR. HE'LL BE OKAY
TWO MINUTES LATER...
SPLENDID! RACING ON CHANNEL 4. TIME TO GET THIS WEEK'S POCKET MONEY WORKING FOR ME DOWN AT THE LOCAL TURF ACCOUNTANTS!
'BOY GEORGE'S BOTTOM' LOOKS LIKE A MOVER...
HELLO JOE? JACK HERE. SHOVE ME A FIVER ON 'BOY GEORGE'S BOTTOM' IN THE 2.45 AT KELSO WILL YOU... AND I'LL PIN TEN ON 'MAGIC ROUNDABOUT' IN THE 3.15
TODAY, I FEEL LUCKY!
LATER
...AND IT'S NECK AND NECK AS THEY ENTER THE FINAL FURLONG. 'BOY GEORGE'S BOTTOM' IS REALLY MOVING... BUT 'JAFFA ORANGE' IS FINISHING STRONGLY...
COME ON, COME ON! SHIFT, YOU OVERWEIGHT MULE!
AND JAFFA ORANGE PIPS IT AT THE POST!
HOPELESS OLD NAG!
STILL LATER
MAGIC ROUNDABOUT IN THE LEAD FROM HECTOR'S HOUSE...
GO ON, GO ON, GO ON!!
...AS THEY RACE TOWARDS THE LINE
...MAGIC ROUNDABOUT IS SLOWING DOWN AND IN FIRST PLACE IT'S HECTOR'S HOUSE FOLLOWED BY MAGIC ROUNDABOUT WITH CAPTAIN PUGWASH THIRD.
FLICK!
SOD IT! THAT'S NEXT WEEK'S BEER MONEY DOWN THE TOILET!
AH WELL. YOU WIN SOME, YOU LOSE SOME.
SPORTING LIFE
CHEPSTOW MEETING OFF
FIVE MINUTES LATER...
HELLO? FIRE BRIGADE? IT'S MY NEIGHBOUR'S HOUSE. I THINK IT MIGHT BE ON FIRE.
EVENTUALLY JACK'S PARENTS ARRIVE HOME...
AM I MISTAKEN, OR IS THAT OUR HOUSE IN AN ADVANCED STATE OF COMBUSTION?!
FLAMIN' 'ECK!!
LOOK AT THIS MESS!
OH GOD! WHERE'S JACK?!!?
OH, THANK HEAVENS HE'S ALRIGHT. THE POOR DEAR MUST HAVE SLEPT THROUGH IT ALL
YES, LOOK AT HIM. HE'S PROBABLY COUNTING SHEEP, THE LITTLE ANGEL
ZZZZZZZ...

YS Adventu



"Dear Mike, I'm writing to you from Wormwood Scrubs," my first letter begins. Well look, I can tell you how to get out of the Goblins' Dungeon, but I think jailbreaks is going a bit far. Ah, I see, it's just another epistle from **Jon Rose**, who says he's serving time for the theft of £250,000 worth of goods from *Very Big Cave Adventure*, and it's all my fault for answering his questions on it. Jon got a clue sheet from CRL, but that didn't tell him where to find the record and the jemmy. The sheet also says you only need take the belt and the lamp from part one to part two, but we reckon you've got to have the rod and some food as well. Anyone disagree?

Always nice to hear of a reader doing well, and that's the case with **Craig Davies** of Bodkin Software from Blackpool, whose adventure *Murder Hunt* I gave a so-so review to in the October *YS*. Not bad but could have been better, I reckoned. Craig's written a spoof adventure called *Custerd's Quest* (well that's how he spelt it), to be published on CRL's Alpha Omega label. It's also interested in looking at his *Murder Hunt II*, which is nearing completion. Good on yer, Craig, and thanks too for responding to a reader's pleas for POKEs for *Bored Of The Rings*. If you want to carry an unlimited number of objects in any *Quill*'d game, then POKE 27538,254 (or whatever number of objects you prefer).

P. Harvey of Plymouth can't leave the ship to get started on *Message From Andromeda*: EVAEL/KCOLRIA NEPO/DNAL/EGASSEM DAER. Alternatively, just EIBEERF A ROF DNES.

Chris Barker of Peterborough asks about the release of *Questprobe IV*, though I can't tell you anything about that other than I wouldn't hold your breath waiting, and Chris also asks for tips on *Questprobe III*, where he can't seem to get anywhere. Here you do need to hold your breath, that's when you're Thing, but first as Torch you get the candle and FLY TARPIT. Then switch, take the candle, WAIT 5, hold your breath, switch, then when Thing goes under type FLAME ON HIGH and LIGHT TAR. Torch can then FLY HILLS while Thing can FEEL DOWN a few times then SMASH MACHINERY. I've gone into that in detail as it's a complicated problem confusing lots of people.

Danny Kelley of London E16 asks about *Eureka*. After using the sheets and the rope in wartime Germany, you should take the items from the battlements, go back in again and think about using matches, getting cigarettes and pulling levers. Use the crowbar a few moves after moving the stove. As for giving the money in Roman times, I think it's just GIVE COIN. In the Arthurian section, you can win armour from gambling with Sir Malin, and this acts as protection against a few opponents. To get the harp I think you need the sack.

Next to *Dracula*, where many people can't get past the start of part two, and **Michael Brown** of Sheffield who tells me he's done everything to stop himself freezing to death, even jumping up and down, so what more can he do? TAES EHT TFIL DNA DNUORA KOOL. That should set you on your way to finding some blankets. The other main problem at the start, of course, is the woman. Here you SEYE ENIMAXE.

As well as being a well-known pain in the neck, CRL's *Dracula* can be a strain on the eyes, as the release version had an unpleasant character set that wasn't evident in our screen-shots from a pre-release copy — the price had gone up by a couple of quid, too! **C J Livesey** of Poole has sent in a routine to change the character set, though unfortunately it has no effect on the price. First you load the Basic header, which is the first set of red/blue lines. Then stop the tape and press BREAK. In immediate mode enter POKE 23899,201: POKE 239,00: POKE 23901,0. Type RUN, press ENTER, then when loading stops with the OK message type NEW then RAND USR 24933 and a legible game should be yours. After that, coping with Dracula will be a doddle.

More on eyes, and **R A Oliver** from Suffolk asks how to deal with the ones in *An Everyday Tale Of A Seeker Of Gold*. Well, I'm sure there's a POKE to deal with that somewhere.

An impossible question from **Raymond Cairns** of Manchester — should he buy a copy of *GAC*, even though he's only written a few small programs so far. I do sympathise when you say that £22.95 is a lot of money when you're 12 years old, but I can't tell you Yes or No simply because I've no idea whether you'll be able to cope with it or not. Some people take to it like a duck to water, others find it a struggle and give up. I don't think it's too hard to master, provided you're patient and READ THE MANUAL CAREFULLY, and it doesn't really matter whether you've programmed or not, as it's not a programming utility, though it does have similarities to the way a program is built up. Maybe try buying *The Quill*, which is a lot cheaper if you only get the basic text program, and see whether you can manage to use that. If you find it impossible, then you can give up without being too much out of pocket, and if you enjoy it you can add *The Illustrator* and other bits and bobs later. Don't forget there are some who swear by *The Quill* and wouldn't give *GAC* house room, though I do tend to prefer the latter.

Someone from Southampton who signs himself **Running Hedgehog** — sounds like he ought to be run over to me. He asks which is better, *Quill* or *GAC*, and whether any royalties are payable when selling adventures written on those systems. Well I've said I prefer *GAC*, though I can't really say that one is better than the other, but I can definitely say that no royalties or fees are payable, though obviously both Incentive and Gilsoft would like it if you mentioned their products in the adventure's credits.

David Mackie of Glasgae says he can get up to 84 percent on *Hampstead*, but no further and he sent for an information sheet but that didn't help much at all. What??? Can't have been my freebie as that answers David's questions, like where to find Pippa (at the cocktail party), is there anything to be found in Covent Garden (the cocktail party), and where to drive Pippa (away from the cocktail party... well, to be more helpful, go to St John's Wood and do the decent thing.)

Help wanted on *The Colour Of Magic*

Illustration: Anthony Colbert

ures news

by **Ian Sealy** of Rugby — !EUSSI SIHT NOITULOS EHT AT KOOL — Though how anyone can call themselves an adventurer when they have to ask what use the saucer of milk and the cat are, I don't know. Do yourself and the cat a favour, and give it the milk. You'll get your reward later.

Chris Read of Hants will likely get a thump later, addressing me as Sir/Madame. Still, as he or she has been struggling for weeks on *The NeverEnding Story* I shall forgive this, and say that to go underground you'll need the glowglobe for light, and to enter the Ivory Tower you UNLOCK DOOR but require the Gold Key to do it.

I'm quite used to experts like **John Wilson** and **John Barnsley** sending me solutions to an adventure before my review of the game has appeared in print, mainly because of the inevitable publication delays, but this time **Graham Collier** has really beaten everyone to it by sending me a solution to *Kayleth* in the same post as the *YS* review copy arrived! Graham sends his letters to me on tape, which is different, but although I appreciate it I wouldn't like to encourage it too much as you don't get loading problems with more conventional letters!

Finally a special hello to my Huntingdon pals, **Chris, Ben** and **Tim**. Tim wants to know how to get out of the mansion in *Kwah*! — actually I've no idea. Does anyone? Ben asks how to get the GET and DROP commands working in *GAC* — half my postbag these days seems to ask about *GAC*. Anyway, to get something you mainly have to check that the object is there, but there could be a little confusion over the numbering that you use. Don't forget that an object and a noun may well have different numbers. When it's used as a noun in the input, you might have defined gold as an object table. Let's assume that's the case, and that in your verb table, GET is verb number seven, which it will be if you use the Quickstart file. The command line to get something should then be: IF (VERB 7 AND NOUN 1 AND HERE 3) GET 3 OKAY END.

In plain English what that's saying is that if the player has typed in verb seven followed by noun one (GET GOLD) and object number 3 is here in the location (HERE 3) then get the object, say "OK" and end that input routine. The command for DROP works in a similar way, but there you check that the object is being carried (CARR 3 instead of HERE 3).

GOT THAT? OKAY? END.

Venture forth with Mike Gerrard

● I've just been taken to task, which isn't a small town in Wales though it sounds like it. The person doing the taking is Sandra Sharkey of the Wigan adventuring Mafia, who points out that I gave her pal Pat Winstanley a plug recently for her *Adventure Contact* magazine, as a result of which Pat received lots of letters, but I forgot to mention poor old Sandra and her quite separate *Adventure Probe* mag. This comes out about a fortnight after *Contact*, and costs the same price, £1 per issue or £9 for a year, from 78 Merton Road, Wigan WN3 6AT.

● It seems a month can't go by without some news coming out from Incentive — new adventures, *GAC* booklets, and now this month something with the grand title of *The GAC Paper Management System*. What this mouthful means is that it's come up with a Designer Pad that's A4 size and contains over 200 double-sided pages to help you write and keep track of your *GAC* adventures. I'd tell you exactly how it does this, but I wasn't sent one and all Incentive told me is that it's designed by Tony Stansfield, Robert Ford and Wayne Phillips and costs £7.95 + £1.25 postage mail order only from Incentive at 2 Minerva House, Calleva Park, Aldermaston, Berks RG7 4QW. If you want to have more details then pester Incentive on (07356) 77288.



● Melourne House's next game is *The Mystery Of Arkham Manor*, a two-part detective thriller designed by Mike Lewis, half of the *Redhawk* team. You play the part of an investigative journalist sent to the sleepy village of Arkham. Nothing out of the ordinary ever happens until Colonel Fortescue of Arkham Manor starts to notice that things are changing in the village. Set in the 1920's it's an adventure for the 1980's with a notebook and photograph facilities available to you. As well as sending telegrams, you also have to file stories for your newspaper and any photos you take can also appear in your articles, the pages of which you can design yourself on the screen. Could be a megagame in prospect when it's released in May, costing £8.95.

FREEBIES!

What other magazine offers you so many adventure freebies for your money? Well, for your sae's, anyway. This month I've added three more freebies to the already overcrowded list: *Erik The Viking* and two adventures from Wilson the Balrog, *The Secret Of Little Hodcome* and *An Everyday Tale Of A Seeker Of Gold*, as almost everyone who's bought John Wilson's efforts seems to be stuck in them. There's no need to ask if I've still got copies of freebies offered in the past, by the way, as I keep a copy of each freebie on disk and print one out when it's asked for. Er, when someone asks for it. Never end a sentence a preposition up with. What other magazine offers you free English lessons as well?



ADVENTURERS INTERNATIONAL

This month's international corner of the column gets handed over to the Crazy Goblins Band from Belgium, who I've heard from before in the shape of the unreadable handwriting of one of its members, **Philippe Jacob**. Surely a band of goblins, crazy or otherwise, could get together and afford a printer? Still, on with the letter.

"Let's begin with *Valkyrie 17*. We all agree (unusual for goblins) that it's one of the best adventures around, with a good atmosphere. What we want to know is where is that shaving foam, how do we climb up the icy path, and how do we enter Carpathia?

"We're also busy with another goodie, *The Price Of Magik*. We've got some questions, but also clues. First, the clues: to get a small mirror for the ZEN spell, get the ring with a diamond from the garden outside the house, then hop up into the attic and GNIR HTIW RORRIM TUC. You get a small circular mirror and access to the alcove with a prism. Four of us broke the great mirror at first and searched for a small one unsuccessfully.

"Next, to scare the spider: BEW TUC. To frighten the bloodworm: TAB EHT ESU. If you know how to get the monkey (sticking to you like glue), take him into the room with snow. He'll start shivering and drop some objects before running away. With the talisman: TI BUR.

"And now here are the questions:
1. How to kill mummies? Is the sarcophagus useful, and how?
2. We cannot pull the sword hilt, what is its purpose?
3. What is the salt for?
4. What do you do at the magic lake, and what's the answer to the riddle, My father's dark...?
5. How do you pass the locked door? We've tried ESP then CAST BOM at idol, but the idol refuses to open the door!
6. How do you get the staff?
7. How do you take the wheel in the mist? We've tried to use the bat's radar, without success!
8. What's the crowbar for?
9. Is the KIL spell useful? How?

"That's all. It's always a pleasure to exchange clues, and we would be very happy to receive a letter."

I'll be sending them some clues myself, but if it's always been your ambition to make a band of Belgian goblins happy then now's your chance by writing to Philippe Jacob, 56 Chemin de Louvranges, 1300 Warre, Belgium.

KIND SOULS

Even if you've only got one adventure under your belt, or under your braces, or wherever you tuck them when you've solved them, there's no reason why you can't be a *Kind Soul*. **Thomas Johnston Jnr** is offering to help on *An Everyday Tale Of A Seeker Of Gold*, for those who're frustrated by his pal John Wilson's puzzler, and Thomas's address is 545 Oldpark Road, Belfast, Co Antrim, N Ireland BT14 6QW.

From Ireland to Scotland as we zoom in on the home of **Paul Rafferty**, at 36 Burnside Gardens, Kilbarchan, Renfrewshire, Scotland PA70 2HQ. And if we zoom in further on his collection of adventures we'll find a pile of solved ones made up of *Seabase Delta, The Helm, Terrormolinos, The Boggit, The Hobbit, Bored Of The Rings, Mindshadow, El Dorado, Mafia Contract, Spiderman, Fairlight* and *ID*. Help on any of those is available for the price of a stamp, which you should lick and stick to an envelope which has your name and address on it. Here endeth the recipe for making a stamped addressed envelope.

One of these sae objects should be sent whenever you write to a *Kind Soul*, such as **Jackie Holt**, 36 Eland Street, New Bosford (I think), Nottingham NG7 7DT. Jackie's able to help on *Galaxias, Heroes Of Karn, Hulk, NeverEnding Story, Planet Of Death, Project X, Quest For The Holy Grail, Return To Ithaca, Seabase Delta, Sinbad And The Golden Ship 1, Spiderman, The Helm, The Hobbit, Zacaron Mystery* and *The Thompson Twins Adventure*.

Ian Fraser, 2414 Allanfield, Edinburgh EH7 5YG has help to spare on *Spiderman, Mindshadow, Finders Keepers, Knight Tyme, Shadowfire, Enigma Force, Gremlins, Rocky Horror Show, Three Weeks In Paradise, Everyone's A Wally, Saboteur* and *Max Headroom*.

Kind Souls has hardly got underway when it's got to stop to allow me room to squeeze in all the adventures solved by **Doreen Bardon**, Lendal Cottage, High Street, Slingsby, York YO6 7AE. The total stands at 108 and rising, and I'd better bung her in here quickly before she sends me another letter listing half a dozen more. Still, if you're looking for a *Kind Soul* to help you out, your adventure must be among this lot somewhere: *Snow Queen, Trail, Zacaron Mystery, Hobbit, Invincible Island, Mountains Of Ket, Knight's Quest, Erik The Viking, Lords Of Time, Jewels of Babylon, Return To Eden*, all the Artic adventures, *Urban Upstart, Adventureland, Ruby Runabout, Emerald Isle, Pharaoh's Tomb, Witch's Cauldron, Marie Celeste, El Dorado, Kentilla, Snowball, Forest At World's End, Odyssey Of Hope, Warlord, Eureka 1* and *2, Woods Of Winter, Perseus And Andromeda, Wizard Of Akyrz, Ten Little Indians, Ghost Town* (Virgin), *Feasibility Experiment, Circus, Temple Of Vran, Classic Adventure, Red Moon, Subsunk, Spiderman, Gremlins, Dungeon Adventure, Mindshadow, Robin Of Sherwood, Gauntlet Of Meloir, Magic Mountain, The Island* (Virgin), *The Helm, Micro Man, Orc Island, Bored Of The Rings, Mordon's Quest, NeverEnding Story, Hampstead, Time Machine, The Mural, Quest For The Holy Grail, Doomsday Papers, Arrow Of Death* (both parts), *Pirate Gold, The Keeper, Crystal Frog, Escape From Time, Wizard's Scrolls, In Search Of Angels, Rifts Of Time, Valkyrie 17, Time Quest, Eye Of Vartan, Seabase Delta, Ground Zero, Temple Terror, Earthbound, Secret Of Little Hodcome, Sea Of Zirun, Alter Earth, Giant's Adventure, Colossal Adventure, Sorceror Of Claymorgue Castle, Orbit Of Doom, Theatre Of Death, The Traveller, Golden Rose, Galaxias, Moreby Jewels, The Swamp, The Hulk, The Island* (Crystal), *Desert Island, Crystal Quest, Rings Of Merlin, The Boggit, Adventure Quest, An Everyday Tale Of A Seeker Of Gold, Souls Of Darkon, Return To Ithaca, Castle Adventure, Dragon Slayer, Velnor's Lair, Claws Of Despair, Mission X* and *Mansion Quest*.

Blimey, Doreen, do you ever stop to eat or is it adventures round the clock? Hope you're on good terms with your postman when all those *Lost Souls* start contacting you.

But there you are, whether you've solved one adventure or 108, you can still be a *Kind Soul* to someone somewhere. (*Aaaah! Ed*)

LOST SOULS

Now anyone who signs himself 'Yours dejectedly' deserves help from someone, doesn't he? And fast, by the sound of it. Unfortunately **S. Ferguson** doesn't get any from me as he's got further than I have in *Terrors Of Trantoss*, a great game which is surprisingly absent from my mailbag. Why is this? But can anyone who's solved it, or even part of it, explain how to open the chest, how to get the rope in the deserted village, explain the use of the staff other than as a light, and say whether the well in the hunchback's cave is a red herring? The address to write to is 40 Meadow Way, Cassington Park, Yarnton OX5 1TA.

The next signature's even more despairing, this being from **Andrew Pendrick** of UAC (Unsolved Adventurers Club), who signs himself 'Yours Neversolvedanadventureinmylifely'. How can I resist these pleas? I've helped Andrew on several titles, but one of my blind spots has always been *The Fourth Protocol*, where Andrew says he can hardly get anywhere. Can anyone help him get somewhere? The somewhere he is at the moment is 2 Chalk Lane, Ixworth, Bury St Edmunds, Suffolk IP31 2JE.

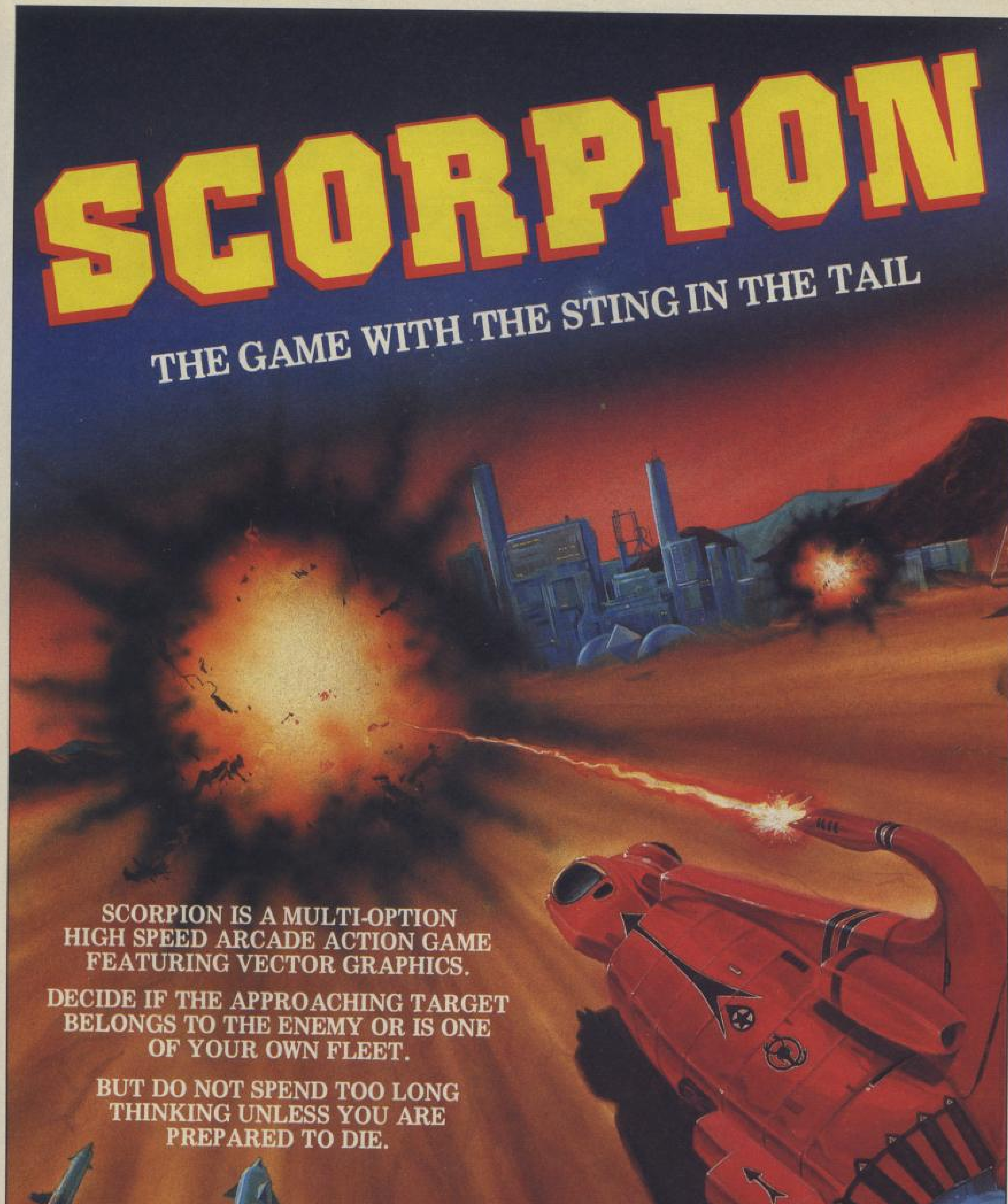
'Oh woe is me,' the letter after that starts, and woe is me too because the writer didn't enclose an sae or tell me specifically where he's stuck, otherwise I could have helped him on several of his titles, which are *Valkyrie 17, Gremlins, Lords Of Time, Return To Eden* and *Smugglers Cove*. Anyone with hints or tips to spare on those can send them to **Philip Carney**, 2 Braisgate Skelton, Penrith, Cumbria CA11 9SQ.

Then comes a letter beginning 'Please, please, please,' What a lot of little pleaders you all are. This particular one is **David Williams**, 23 Shamrock Close, Stanground, Peterborough PE2 8JB. David's having trouble with *Kwah!*, where he wants to know how to get out of the padded cell, and *Valhalla* and *Kentilla*, where any help at all would be more than appreciated.

Ah, a normal letter at last, that just begins 'Dear Mike' and ends 'Many thanks'. Such politeness deserves help, and I've given **Chris Jones** all the help that I can, so now it's over to you to help fill in the gaps. One definite gap in my files is an adventure called *Necris Dome*, which I've never heard of and has Chris 'totally stumped!' He says he can't work out how to kill any of the mandroids, how to disable the battledroid or work out the command to wear the suit. Anyone else out there got a copy of this one? Chris needs help on *Spytrek Adventure* too: how to wash the pilot's eyes out to stop the plane from crashing? He thinks he needs to cut the onion with the sharp knife to make the pilot cry, but if that's the case then what's the command that does it?

Next in line is **Ian Fraser**, 2414 Allanfield, Edinburgh EH7 5YG, who wants aid in some adventures and vaguely adventure-ish arcade games too. Should we allow this? Oh go on, alright, as Ian's offering lots of help elsewhere. Help needed, though, on *Journey To The Centre Of Eddie Smith's Head, Seabase Delta, Adventureland*, how to do the maze in *Zorro* and where is the dredger ship in *Elite*?

Last of the lost is **J. Daw** (Jack?), 34b South Terrace, Littlehampton, Sussex BN17 5NU. J. needs help at the very end of *Bugsy*, as he hasn't quite yet made it to Public Enemy Number One. Also in *Kayleth*, how to get the steel hatch open on Yagmok's island, because even after Yagmok has given him the key the hatch still won't open, and also what to say to Broznek.


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SCORPION IS A MULTI-OPTION HIGH SPEED ARCADE ACTION GAME FEATURING VECTOR GRAPHICS.
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COMMODORE SPECTRUM AMSTRAD £8.95



THANATOS

In this magical game you take control of a dragon, Thanatos the destroyer, whose eternal destiny lies in conflict with the forces of the underworld. The dragon which is very large and superbly animated, flies, walks, swims, and burns its way through the landscape. The game features fantastic landscapes with a totally new panoramic scrolling action.

"Wow! This game is really amazing: stunning, astounding, brilliant! The tune on the title screen is very nice, but the graphics are absolutely superb." CRASH, December 1986 (overall rating 93%)

£9.95 Spectrum cassette
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£7.95 Commodore 64 cassette, £9.95 Commodore 64 disk





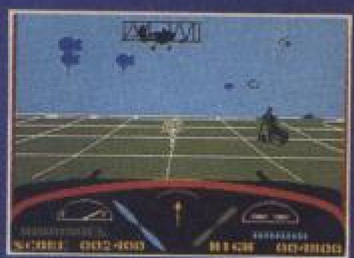


DEEP STRIKE

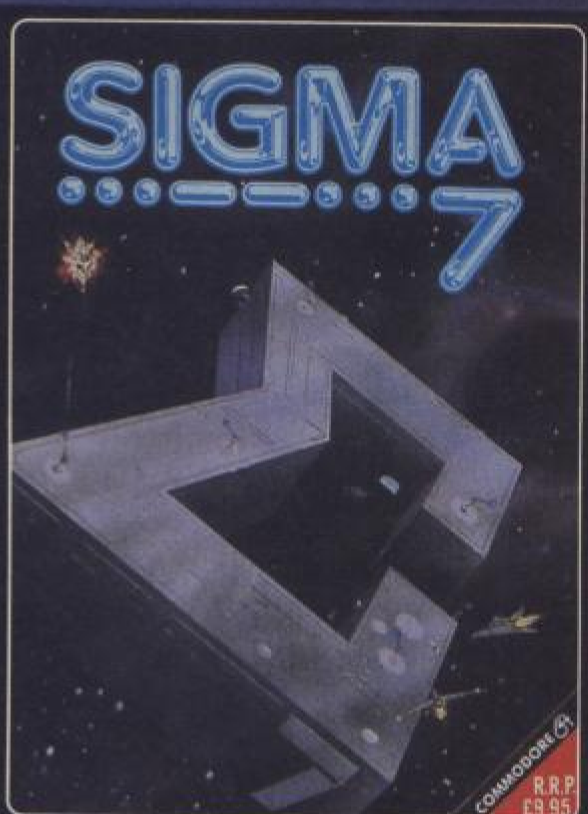
At last an opportunity to try your luck against the Red Baron and his flying circus of World War I flying aces. This game not only lets you take-off in a fully armed fighter, but also gives you control of the four bombers of your DEEP STRIKE attack force. It uses the latest techniques to bring you a smooth-scrolling and tilting 3D landscape viewed from the cockpit in full colour.

"...after a few games I really got into it. The way you can bomb the ground features (especially churches) makes the game much more enjoyable than if you just had to shoot planes!Overall a game that you should come back to quite a lot in the future." AMTIX, February 1987 (overall rating 71%)

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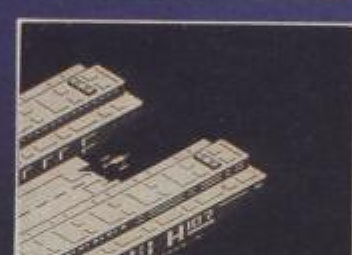
SIGMA SEVEN

An all-action arcade game featuring imaginative state-of-the-art 3D graphics and exciting synthesised sound. There are seven increasingly more difficult stages to the game which starts-out easy but ends-up almost impossible. Each stage is split into three phases : first take a space-fighter and blast your way to the next station through swarm-mine defences, then free that station's internal pathways of killer-robots and radioactive deposits, to finally reach the remote-controlled main panel which must be reset within a critical few seconds.

"I really like this – it has three neat mini-games all of which are very playable and addictiveThe graphics are really crisp and clear with a beautiful starry backdrop..." ZZAPP, February 1987 (overall rating 70%)

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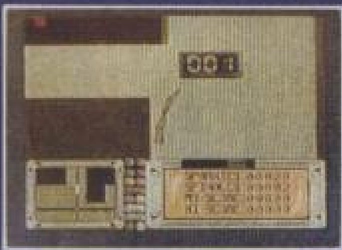
Telephone: (0823) 54489

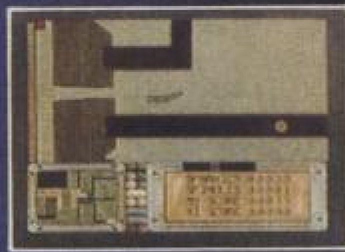
FAT WORM BLOWS A SPARKY

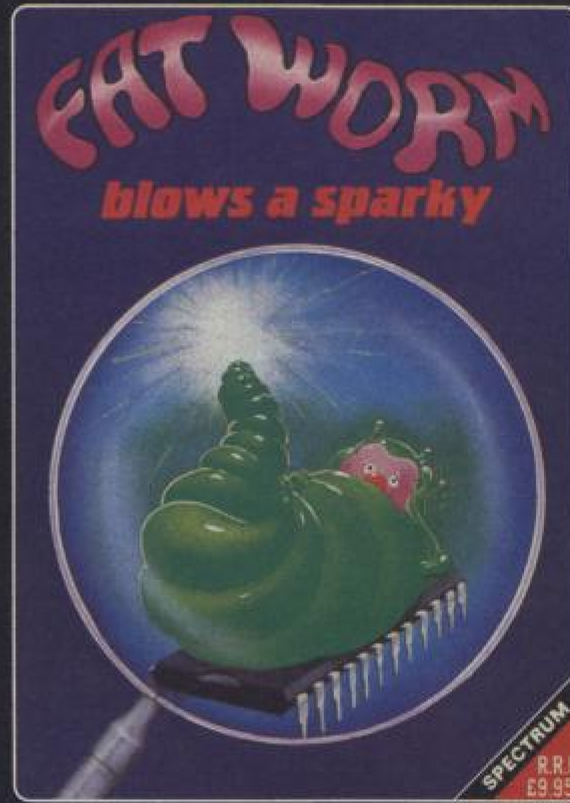
Now for something completely different. You are an insidious little wormie being chased through a Sinclair Spectrum by creepers in sputniks and crawlers on feets. Defend yourself by shooting burper sparkies at the crawlers, and blaster sparkies to take-out the sputniks. You'll see the computer board in a smooth-scrolling 3D viewed from above, as you crawl around in search of a disk drive on which to clone yourself.

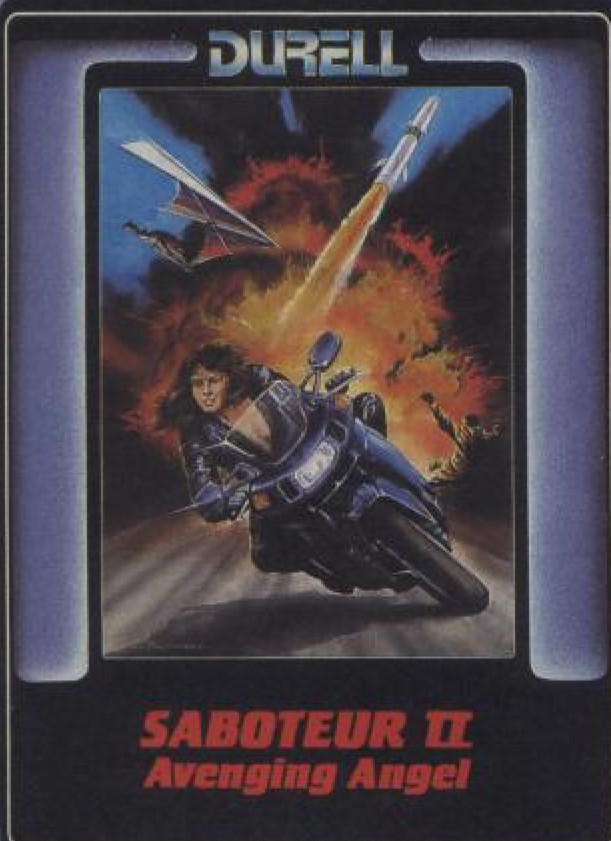
"Playability and addictiveness are of the highest standard, but as for the graphics – well, what can I say? As far as animation and solid 3D goes, this is probably the best I have ever seen" CRASH, November 1986 (overall rating 95%)

£9.95 Spectrum cassette only







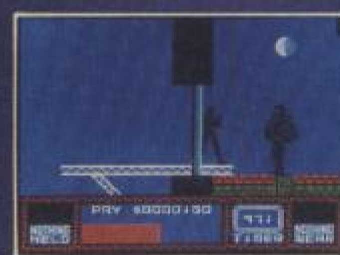


SABOTEUR II – Avenging Angel

A follow-up by the original author, where as the Ninja's beautiful sister, your mission is to revenge your fatally wounded brother. The rebels have found that the disk he stole in "SABOTEUR" also contains data for one of the dictator's missile silos. Your job is to fly in by hang-glider, fight your way through the security guards, pumas, dogs and radio-controlled robots, to seek out some top secret punched tape to activate the missile's launch control. Launch it, disable the electric perimeter fence, then break-out by motor-bike. Over five hundred locations, three buildings, underground caverns, intelligent guard dogs and stupid guards.

£7.95 Spectrum cassette
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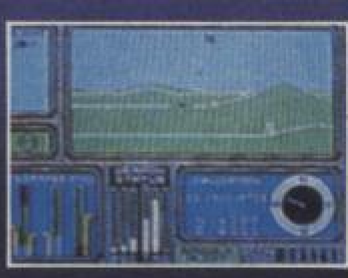
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"Unlike most compilations where one title carries the others, the BIG 4 are actually four big games...A collection worth collecting." C & VG, December 1987

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MICRO PROSE

SIMULATION • SOFTWARE

KAYLETH

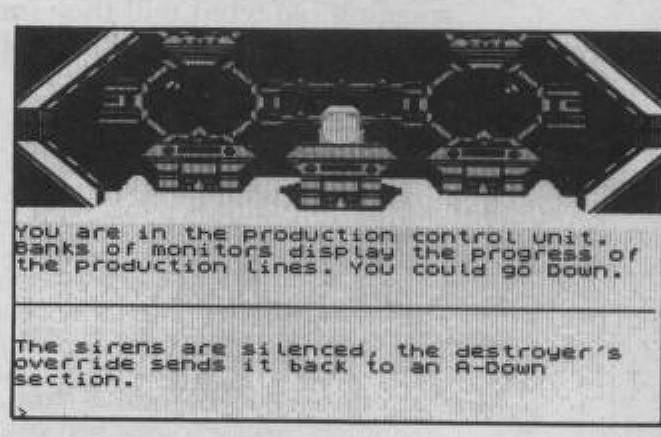
A belated appearance for this review, due to the belated appearance of the review copy — it must've been delivered using some special 4th class mail. But late or not, this game deserves attention as it's a complex and graphically excellent adventure from Adventuresoft and author Steve Ufnowski, who was responsible for *Rebel Planet*. Screen layout bears some resemblance to that game, but the graphics have been beefed up a little as you can see if you choose the Sneak Preview option when you load — I'm not sure if I want to encounter some of the creatures that are obviously lurking in the depths of this program, waving their various heads about and leaping around the screen.

Though this has the magic name of Issac Asimov on the front (and mis-spelled on the back) it's merely a story from *Issac Asimov's Science Fiction Magazine* and not one actually from the man himself. Did I say 'merely a story' though? Correct that at once, as you'll need all your wits about you on this one. For starters you begin by lying spreadeagled on a conveyor belt which is inching towards some electrified robotic claws. I seem to remember James Bond being in a similar predicament in one of his escapades, but with a laser beam edging towards his nether regions. In fact bonds are what tie you, as the program hints if you linger too long, and so with a single bound you're free...for a while, anyway.

In this game you're well advised to examine everything in every location —read those descriptions carefully if you're hoping to come up with the "Hey, I found something!" message. Initially you have about a dozen locations to explore, with various tasks to perform before learning a secret code that you'll need when you enter the Azap chamber that transports you to different levels of the game.

The story itself is the usual 'Defeat the wicked Kayleth and save your beloved planet from destruction', but never mind that, just sit back and enjoy — but not in the chair with the knob on it! Not unless you've done a RAM save first, this being one of the nice features incorporated, along with commands like GET ALL and BOM (Back One Move).

The graphics are what you notice most, though, having the detail that was evident in *Rebel Planet* but with much more animation this time. The tasks you're set are pretty tricky, and I'd like to have seen the price a little cheaper, but if you do part with your pennies then I doubt you'll regret it.



FAX BOX

Title	Kayleth
Publisher	US Gold
Price	£8.99

Graphics
Text
Value For Money
Personal Rating
7

THE INHERITANCE

When I first loaded this game up I admit to thinking it was rather poorly documented and took a little time to get into, but I'm glad I persisted as it's starting to give me a great deal of enjoyment, despite some major irritations.

It's an icon-driven game, so it's more a case of cursor control than your actual GET LAMP, DROP TROUSERS, and the basic storyline is that you're living in New Haven, Connecticut, in the 1960's, in a squalid room in an apartment block. You haven't paid your rent for months, and life looks pretty grim till you receive a lawyer's letter informing you that you're heir to an inheritance from your rich aunt. As if all this wasn't implausible enough, there's a condition to the inheritance — you have to repeat your aunt's feat of 30 years earlier, when she won a million dollars in one night at Las Vegas. Luckily for you the letter also contains $200 and an airline ticket to Las Vegas. Unluckily for you, the flight leaves almost at once, meaning you have to pack your bags and find a way of getting out past the landlady and various neighbours who impede your progress by insisting you return various things that you've borrowed.

The game's in three parts, the first being 'In the Building', and this is where the cursor control comes in. You start in your own room, the graphic of which takes up most of the screen, and you move a cursor around as in Infogrames' earlier *Vera Cruz*, this time using the DELETE key to move objects about and open and close cupboards and doors. Place the cursor over the doorhandle and you go through the door to the corridor outside, where you can move around and try your luck opening other doors.

In your room is a bag, and you can store eight objects in this, though you only have one key to cover all operations. In the cupboards are a variety of objects, from broken radios to battered trumpets, but you can only display one at a time on the screen. You can't flip through the objects, you have to pick one up in order to have the next one displayed, and then drop the one you've just picked up to allow you to pick up object two and so see what object three is.

Part two is 'At the Airport', which so far seems to be on a similar basis to part one, which I have to keep going back to as I discover I haven't got the things that I need. Part three is 'In Las Vegas', and I haven't seen that yet as mean old Infogrames didn't give me the code that you need to load up each separate part. In part three you can then choose to enter a variety of gambling games which you're given the rules for, in your attempt to win $1 million. A great deal of graphic complexity has gone into the program, and it's certainly an adventure with a difference. I don't normally go for icon-driven games, but this one won me over. And if you do win $1 million, by the way, I hope you'll remember who recommended the game to you.



FAX BOX

Title	The Inheritance
Publisher	Infogrames
Price	£9.95

Graphics
Text
Value For Money
Personal Rating
8

YS SOLUTION SPECIAL

WARNING: A *YS* solution can seriously damage your adventure playing, so don't read on unless you really want to know. Nice to see a certain other magazine copying our idea of printing solutions to adventure games, after all, imitation is the sincerest form of flattery. They've even pinched our introductory health warning, so what will they imitate next? Well, this month we've gone one better 'cos we've got three *YS* solutions plus a map of the dreaded Goblins' dungeon in *The Hobbit*. What more could you ask for?

THE COLOUR OF **MAGIC**

The first of the solutions is on the extremely popular adventure, *The Colour Of Magic*. This comes to you courtesy of one of the kindest souls around, **John Barnsley**.

Part One:
Stand up, wait a while, translate, say yes, talk to Broadman, ask him to show Twoflower to his room, then go Widdershins and take the milk. Go and collect Twoflower and take him down through the Broken Drum, through the fight, and to the docks and say yes to the Cripple Wa. Give the milk to the cat in Short Street, say yes to the beggar at the hubward end of Back Street, then go to the Plaza of the Broken Moons. Here you wait, press lever, turn, talk to Stren and go Hubwards. Examine the luggage, take the bottle and biscuits, and go to the Shadow of the Leaning Tower. Ask the guard where Twoflower is, then go to the Broken Drum and wait behind the bar till the luggage attacks. Then go up, out, say hello to Stren and SAVE.

Part Two:
Go to the stables and buy and take horses, then go out of the city to meet Brevd and say yes at the campfire. Then go and kill the troll, go to the clearing with the wolves, climb the tree, jump, hit the nest, go to the wide room and talk to Death. Examine the fragments, take the crystal, say hello to Hrun and wait for his sword to utter the dreaded word. Throw the crystal, wait till Hrun summons his horse, take and eat the meat, go Turnwise and Rimwards and SAVE.

Part Three:
Wait for the dragons to appear, then heed Hrun's advice, head Hubwards twice and pull Kring. Go Rimwards and kill K!sdra. Climb on the dragon and wait. Take and wear the boots, eat a biscuit and drink some water. Go Hubwards and type KILL LIO!RT till a riderless dragon is below you, then remove the boots to fall onto the dragon. You end up in a dark passage, go down, then Hubwards, unbolt and open the door, go in then out, close and bolt the door, go Hubwards and wait, then imagine a door and enter the door. Go to the large cave, wait for the dragon, climb on the dragon, wait again till you land in the sea, wait again till the luggage arrives, and SAVE.

Part Four:
Go down the trapdoor, take the three bottles of rum, then go to the store room and take the bucket. Go up to the deck and drop a bottle of rum in each of the three starboard locations and watch the pirate booze himself overboard. Climb into the old tub of a lifeboat then bail water till you can get the frog then wait till you're in a different boat and wait again till you hit the 'circumfence'. Say hello to Tethis, wait till you're on the island, open the door, go Rimwards and wait again (many times...many many times) till Tethis arrives. Then wait some more till the bells clang, and wait yet some more (exciting stuff, this) till you're told to go outside. Go outside, say hello to Marchessa and...yes...wait again till you get to Krull, then, just for a change, type WAIT till the frog changes and bites the toe of Garhartra. Then attack Garhartra, open the door, go Widdershins, attack the hydrophobes and go W-R-R-R-U-R-. Then finally, guess what... WAIT until you fall.

Finally, a few inputs to try on the way, thanks to John Wilson, whose solution came in a couple of weeks after John Barnsley's. Typing FERGUS in part two only produces a WHO?, though in part three it's more informative. Also in the third part, try IMAGINE FERGUS/JUDITH/TERRY/COLIN.

DRACULA

Yet another solution from John Barnsley — surely you're not going to let him take the title of Master of Solutions. This is interesting because it shows that you can complete part one of *Dracula* no matter what combination of food and drink you have at the hotel. Because of the length of the solution, we'll be printing each part separately. So, from the top...

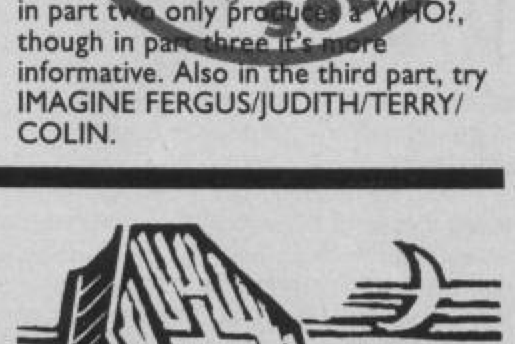
E, PAY COACHMAN, E, S, EXAMINE DESK, RING BELL, SIGN REGISTER, READ REGISTER (to discover your own name, needed for later!), N, U, UNLOCK DOOR, OPEN DOOR, N, LOOK AROUND, EXAMINE TABLE, OPEN DRAWER, EXAMINE DRAWER, TAKE MATCH, LIGHT LAMP, S, D, E, SIT, READ MENU. Then if you choose beef and water or bacon and water see solution A, beef and wine see solution B, lamb and water or lamb and wine see solution C, and bacon and wine (yuk) see solution D.

Solution A: W, U, N, SLEEP, EXAMINE ROOM, STAND ON TABLE, EXAMINE TABLE, TAKE BONE, THROW BONE, W, U, N, SLEEP, S, D, W and see common ending.

Solution B: W, U, N, TAKE LAMP, SLEEP, S, N, SLEEP, S, D, W and see common ending.

Solution C: W, U, N, SLEEP, CLOSE WINDOW, WAIT, WAIT, WAIT, S, D, W and see common ending.

Solution D: W, U, N, SLEEP, S, D, W, NO and see common ending.



Common ending: LOOK AROUND, SIT ON BENCH, WAIT (many times) and when asked your name reply: JONATHAN HARKER.

Note: You can try having nothing to eat or drink, though when you eventually wake up you'll open the window and, thinking you can fly, jump to your death. So much for weight-watchers.

Look out for the solutions to parts 2 and 3 of *Dracula* soon.

THE VERA CRUZ AFFAIR

Solution by Keith Whittaker

PART ONE
There are 11 objects to be found, and the important ones are the Letter, Button, Thread, Rothmans, Revolver and Cartridge. Note that it's important to refer to them by their correct names, as some alternatives will not be recognised in part two. The Letter can also be called the Handwriting but not the Note, Rothmans cannot be referred to simply as the Cigarette, while the Revolver can also be a Pistol but not a Gun.

The Diary should be photographed twice in succession, the second time revealing what's *in* the diary.

PART TWO
Note: The instructions state that phrases like INFORMATION ON BLANC PHILIPPE must be input. This is wrong — the program (almost entirely in unprotected Basic) scans the input to recognise one to three key groups of words, which *must* be in the right order. In the following, the key groups are in upper case, and the solution is in the required sequence.

Objects: Thread, Button, Rothmans, Letter and Pistol or Cartridge. All others are superfluous.

Examination AUTOPSY, VERA CRUZ
Statement NEIGHbour, no address needed. Gives nickname "Phil".
CAREtaker, no address needed. Gives first part of car reg. 9111.
Message CRRJ LYON, MAC50 656743. Robbery of gunsmith, Clermont. GIE CLErmont, + anything. Gives details of robbery including last part of car reg. CD69.
PREF LYOn, 9111 CD 69. Gives name of Philippe Blanc, 32 Terreaux Sq, Lyon.
Statement PhiliPPE Blanc, 32 TERReaux Sq, Lyon. He denies it all!
Message CRRJ LYON, FUZzy. Abdoulah Hocine.
Statement Nadine LafEUILle, 2 BaLAY Str, S-E. Gives nickname of "Gypsy"
Message CRRJ LYON, GYPSY. Gives name of PHilibert Ziegler with prison record.
PRIS St PAUL, ZIegler. Name of Gilles Blanc, and Ziegler address of Carnot Square, S-E.
Statement ZIEgler, CARNot Sq. Admits being Vera's pimp, and to Delroche robbery.
GILles Blanc, Bar Sympa, STATion Str. Gives name and address of Stanislas Kowalski.
KOwalski, 310 bis Cours, E ZOLA, Villeurbanne. Admits Delroche robbery and Blancs at Vera's.
Comparison ZIegler — Vera afraid of Gypsy, Phil = Philibert
PhilIPPE Blanc — Thread matches, button matches, possesses cartridges, military service.
Examination GRAPHological or HandWRITIng, GILles. Writing matches letter.
Comparison GILles Blanc. Recognised by neighbours, smokes Rothmans, handwriting matches letter.
Statement ABDoulah Hocine, POPLars. Mentions Ziegler again.
GILles Blanc, STATion St. Confesses robbery and visit to Vera.
PhiliPPE Blanc, TERReaux Sq. Confesses all!
Arrest PHILIPPE BLANC.

Note: all other messages, statements, examinations and so on are useful but not essential, such as Philippe Blanc's military service and being wanted for murder in Paris. Also following up the Delroche case, though informative, is not vital.

THE GOBLINS' DUNGEON

How to get out of the Goblins' Dungeon is the single most common question ever asked about adventure games, and the answer's been repeated endlessly so I'm not going to publish it again here. Instead, we've drawn up a map showing you how to deal with the headache that comes next in the game — how to stop yourself being instantly thrown back *into* the dungeon. Unfortunately assorted goblins appear every few steps to bung you back in there. The answer is to WEAR THE RING. But the question is, where's the ring? The answer is, look at our map. The question is, where's the map? If you can't find the map, you're reading the wrong section or you need to get your eyes tested.



Illustration: Nick Davies

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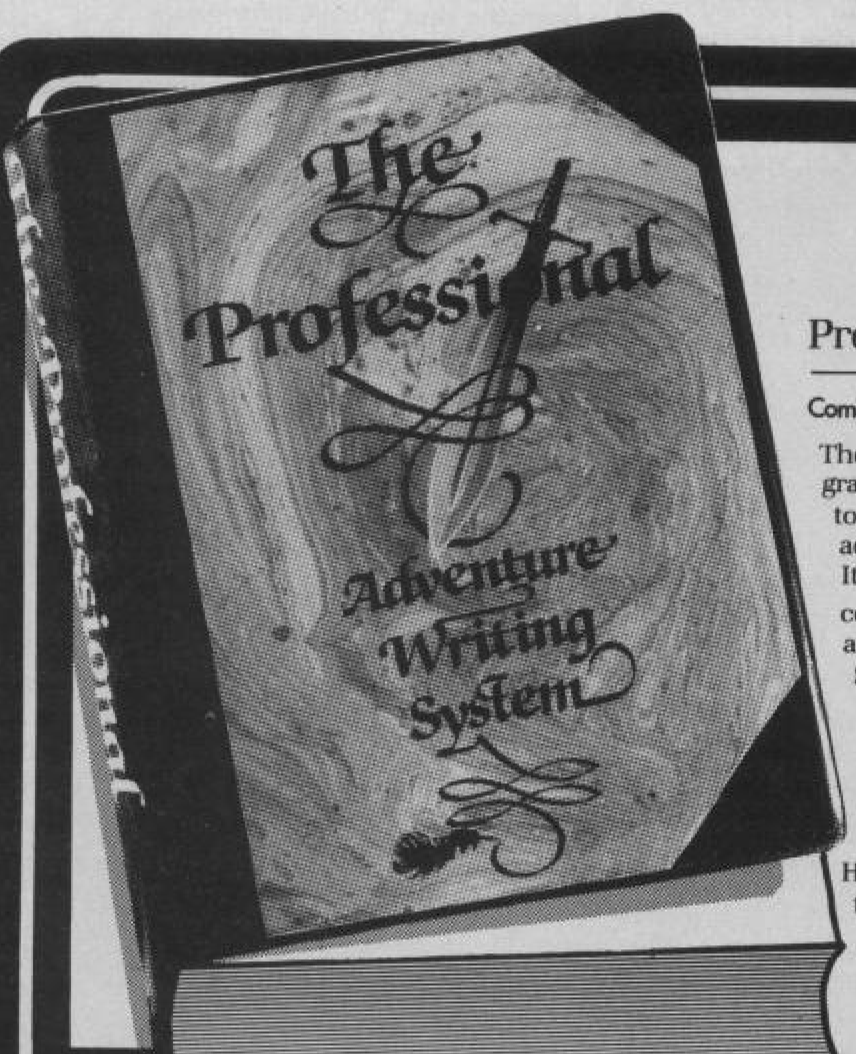
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SCREEN SHOTS

PART TWO

The second part of the whizziest games spectacle around — YS Screenshots rides back into town!



The first task you encounter on your way into Singe's Castle is a bit of white-water rapid shooting. (Bang! Peoooww!) Not that kind of shooting, silly! The kind where you paddle along until you hit a rock and drown. The trick here is to wait until the indicator flashes over the way through the rocks, and press in that direction and hold the key down until you're through...



The third task, after getting by the whirlpools, is the Treadmill... Oo-er! You'd better run fast, Dirk! You've got to run to escape the crushing ball behind you, dodge the balls as they roll side to side in front of you, and hop over the gaps as they speed towards you... A triple threat!

DRAGON'S LAIR II

ESCAPE FROM SINGE'S CASTLE

Software Projects/£7.95

John Not content with rescuing Princess Daphne and returning her to her father, not happy with restoring the entire Kingdom to peace and happiness, not satisfied with having infinite riches poured upon him (not to mention all kinds of exotic bath oil) Dirk the Daring wants to return to the Dragon's Lair. Worra dirk! Okay, so there's this pot of gold coins that'll give him wealth beyond dreams, but that still makes this guy a loony. Mind you, if he hadn't decided to go back, we wouldn't have such a good game.

In *Dragon's Lair*, the prequel to this game, Software Projects proved that you really can squeeze a hi-tech laser disk game onto the Speccy, and it looks like it's done it again. Those of you who've spent a lot of time frequenting the cafés and arcades of the city playing the original *Dragon's Lair* arcade machine may well have noticed that a few screens didn't make it into the first Speccy version. So, repackaged and revamped, here comes *Dragon's Lair Part II*, though where the escape comes from in the sub title is beyond me — getting into the castle is the initial problem.

Dirk decides to take the watery route in. This means negotiating The Rapids and Whirlpools which make up the first screen. Not an easy task, and it was with some pride that I informed the *YS* team I'd managed to get through (it's a cinch when you know how!)

Once you've completed this it's on to the Boulder Alley, where, as well as coping with holes in the moving floor, someone with a weird sense of humour decides it'll be fun to roll big balls at you. Then there's the Throne Room and The Dungeons of the Lizard King, where you get to duff up the reptilian one himself and grab the loot. Now it's escape time, which tends towards the hairy with a Magical Flying Horse, Doom Dungeon, Mystic Mosaic and finally the Mud Monsters to avoid. At last! A game with a beginning, a middle and an end.

Now this game certainly ain't easy, and the large crib sheet that comes with it is essential to explain in great detail what you can do with your joystick on each screen. The game loads a screen at a time, as lots of clever things have been jammed into it. This method of loading could be a real pain but Software Projects seems to have got round this by always having the first screen present. All you have to do is load the subsequent screens, and you've probably put so much work into getting to them that the loading time comes as a welcome relaxation period.

The graphics are beautifully designed and make the game a joy to play as you flip from screen to screen, even if it does tax every brain and joystick waggling muscle you possess. It's addictive too, and if you enjoyed *Dragon's Lair*, you now have the chance to delve further into this realm.

Graphics
Playability
Value for Money
Addictiveness
8



YS Seal Of Approval

All games reviewed in Screenshots are finished products.



SWAT

The Power House/£1.99

Rick Is Alpha Omega's *Swat* the latest buzz on the streets or just another fly-by-night game? We'll see! It's a multi-screen maze game aimed very much at the tiny tot end of the budget market. Poor Freddy the fly is trapped in a garden which sure ain't Eden, 'cos everything in it is lethal to this innocent insect who has no means of defending himself. Various ugly bugs attack at every corner and even touching the poisonous leafy sides of the maze will marmalize him.

Valiant Fred has only two courses of action — he must escape from the maze, and eat the worms, strange wiggly things that appear at random. These keep Fred's bugometer topped up, otherwise it's bye bye Fred, 'cos when you've only got four lives, not everything in this garden is rosy. There are two other garden mazes you can load in, adding a little more variety to Fred's frenetically brief life, though you've only got basic keyboard control — up, down, left and right is your lot.

There's so little to this game it could attain minimalist cult status. But unlikely. Let's just be kind and say it's probably okay for little 'uns, but I reckon it's not *Swat* big 'uns will go for!

Graphics
Playability
Value for Money
Addictiveness
4

ANFRACTUOS

Players/£1.99

Marcus Players has chosen to saddle its latest game with this unpronouncable and rather forgettable name. It's a pity, because the game is anything but forgettable.

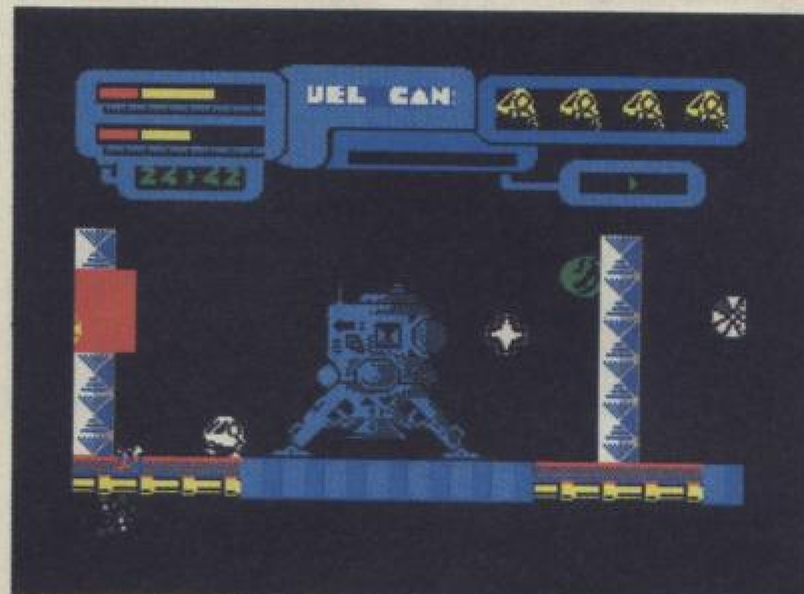
Anfractuos is an old-fashioned arcade-adventure in the *Dynamite Dan* mould. With your little robot, you float about the screen, avoiding the meanies moving through a surprisingly tricky maze of tunnels. You're stuck in an abandoned mine on the planetoid Anfractuos, and to escape you must collect eight fuel cans which'll enable your shuttle to blast to safety. The cans are hidden randomly, and usually in the most inaccessible little crannies.

Confusing the issue are various one-way lifts which often lead to dead ends, leaving you with no choice but to abort. You have four lives, but there are power points around the place to pep you up, although naturally they too seem to be in the most awkward of places.

Still, that's part of the challenge of the arcade-adventure — sorting out where to go, and remembering once you've worked it out. Once you've found your eight fuel cans, you must disable four switches scattered about the place, and then it's a race against time to get back to your shuttle and lift off to safety.

It's a good little game, even if some of the coding seems a little rushed at times. But I like it, and if you remember 1984, you might like it too!

Graphics
Playability
Value for Money
Addictiveness
7



OCTAGON



Rino/£1.99

Rick Pieces of eight! Pieces of eight! Yup, the key number of this particular beast on Alligata's Rino label is more than seven, less than nine and adds up to quite a neat mazey platform with a large element of strategy.

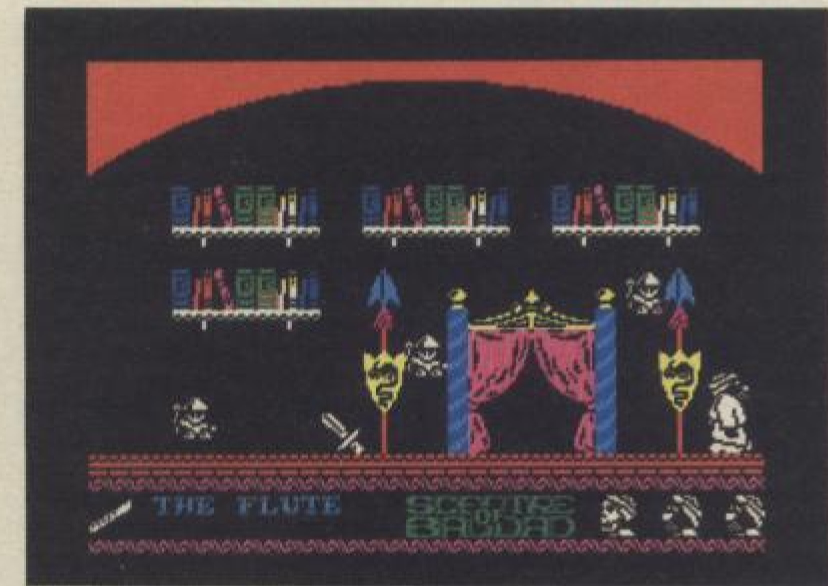
Up to four people (or octons) can play *Octagon* at once, questing to find the eight pieces of the octagon that have to be retrieved from the centre of the complex. The complex is built rather like a honeycomb, made up of sixty cells, each linked by several tunnels. Every cell is inhabited by various nasties that can be stunned but not killed, and constant contact with them wears down your own psychic power until all your get up and go has got up and gone, leaving you an ex-octon.

Each cell has four tokens — these must be rounded up individually, whilst avoiding the nasties, and returned to your standon. Without these four tokens you won't get the key that allows you to move on to the next cell. Occasionally you have the option of getting more tokens that'll save on the running about when you get to the next cell . . . but there again you might not even get there if you get golloped up in your greed for more tokens. And think carefully whether the direct route is the one you want to take to the heart of the complex. Since each cell has its own style of escape, you might find that a little wander round the honeycomb gives you a route more suited to your gameplay.

With all the fetching and carrying involved — there are sixty cells with four levels, and eight successful return journeys needed to complete just one level — you might begin to feel like a bee going round in the same old patterns all the time. However, the puzzles are sufficiently hard that each cell counts almost as a mini game in itself. If you're a marathon runner rather than an explosive sprinter and can put up with galling graphics, then *Octagon* is worth at least the few pieces of eight you'll have to shell out for it.

Graphics
Playability
Value for Money
Addictiveness
7

SCEPTRE OF BAGDAD



Atlantis/£1.99

Marcus This Atlantis cheapie is definitely full of eastern promise! You're the Khazi of Kalabar, or some such, and at noon you've got to show your people the Sacred Sceptre of Somethingorother to prove your right to rule the poor souls. That's the way those oriental types used to carry on — these days no doubt they'd prove their worth by shooting a few people in the himalayas (ooh nasty!)

Of course life is never as easy as that, and you wake up on the morning of the Sceptre Show to find that things are a little odd. An evil wizard from afar covets your throne and has cast spells galore on your palace, turning it into a huge Wally game. You wouldn't have thought they knew of such things back in 1187, but they did, right down to the way you can only carry two objects, your attributes clash when you walk past multi-coloured objects and your enemies fly up and down from the ceiling. Yes, that was the Week that was.

Ah, but let's not carp (or even pike), 'cos the Wally games were great, and this follows the blueprint to a T. You wander around the palace, avoiding meanies and picking up objects. Carry certain objects to activate others (f'rinstance, what do you need to perform the Indian rope trick?) and try not to waste your three lives before you've completed the game. There are some nice extra features (try flying Air Bagdad). Oh, and don't go for a chat with the Medusa too readily (I'll leave you to reflect on that).

Anyone pining for the Wal is likely to be pleasantly surprised by *Sceptre Of Bagdad*. It's not even vaguely original and doesn't pretend to be, but it's good fun and a bargain at two quid.

Graphics
Playability
Value for Money
Addictiveness
8

HOW TO BE A HERO

Mastertronic/£1.99

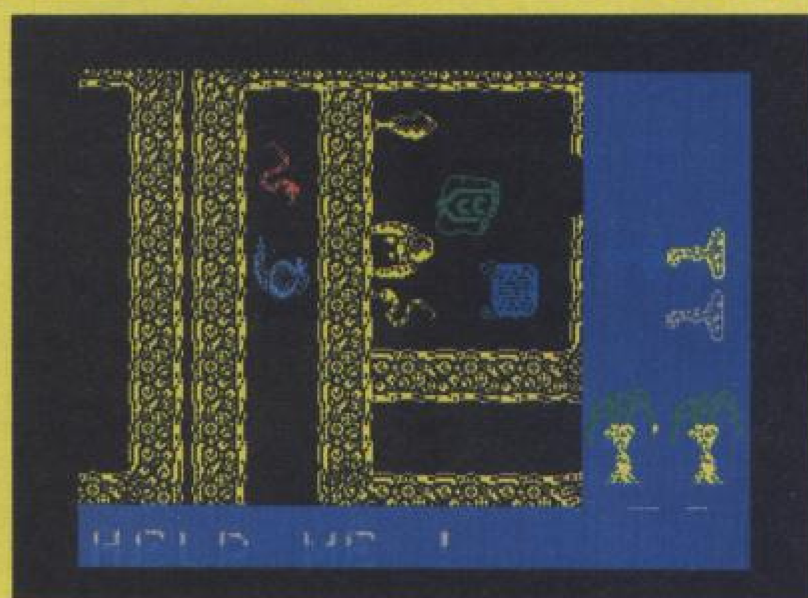
Rachael Calling all trainspotters — stop picking your spots and pay attention, because this is the game for you. Inside this packaging lie three maze game tests of your prowess. Open the box, if you've got the strength, oh weedy one, and participate.

All three mazes are of the collect-the-objects-before-escaping type, though the really weedy are allowed to make a run for the exit immediately, scoring about the same as Norway in the Eurovision Song Contest. Others will wander further in search of parts of the ancient tablet — good for ancient headaches — bits of a spaceship and a vital document, plus other valuable goodies and food.

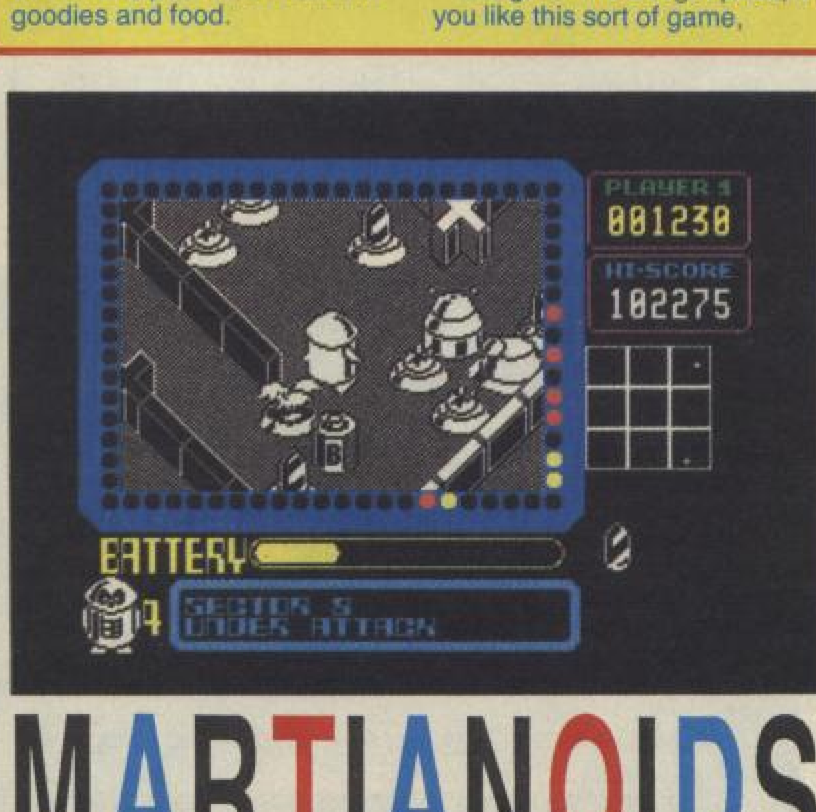
As you might have deduced from the above, each maze is set in a different do-or-die situation. You won't be scared of mummy in the Egyptian tomb, get spaced in the space station or bomb out when you face a mutant after the holocaust, will you? And you can always load in another maze without completing the one before it.

All of this is very competent, with a nicely scrolling overhead view of the catacombs, a message window and your dwindling life force shown by shrinking pineapples — the relevance of which quite escapes me. The main problem is that, on this showing, being a hero soon gets dull and repetitive. Yawn!

But given the budget price, if you like this sort of game, then go to it. You'll only need a heroic capacity for playing unsophisticated computer games.



Graphics
Playability
Value for Money
Addictiveness
6



MARTIANOIDS

Ultimate/£8.99

Rick *Martianoids* is a neat notion for a game, despite its name. Your role as Guardian of the Brain of Markon is to care and stimulate it, and ultimately to protect it on its 1000 year trip aboard the robot ship Markon Dawn in its quest for new galactic life forms.

Trouble is, the life forms it's found are aggressive critters called Martianoids who've got into Markon's Brain and are chewing up its vital bits.

The Ultimate solution is to locate the program for each brain sector and guide it from the relevant transmitter to the appropriate receiver. This will activate the brain elements and make it safe from further attack.

To help you, the screen is split in two. One half is a nicely realised 3D image of the brain section you're in, and the other is a flat plan of Markon, divided into nine sectors. Here you can plot your position relative to that of the program you're collecting, while each section will flash according to its status — white for activated, red/yellow if under attack and red if destroyed.

In the 3D image you have to charge around the maze of the brain's circuit board, finding batteries to keep yourself charged, Martianoids to mash and the route to the program.

The nice clear graphics, the length of gameplay and the brain-as-computer idea are the game's strengths.

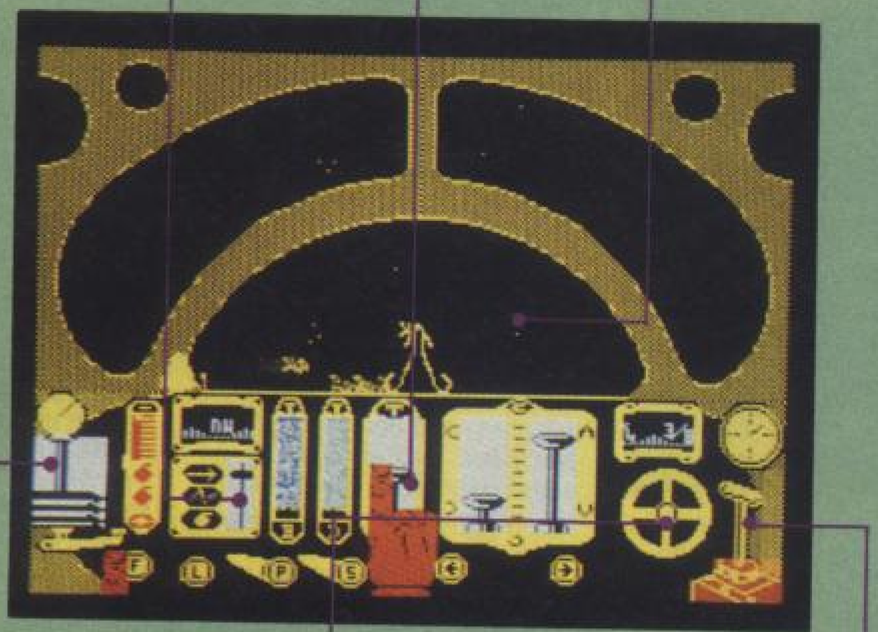
Its weaknesses are a complete lack of thrills in presentation — it's been designed with about as much imagination as a caravan site!

Graphics
Playability
Value for Money
Addictiveness
6

You have three types of weapons to defend yourself against the denizens of the deep. Spears are useful for ranged combat while electric shocks splat the spores. But save the two bombs for something big — and make sure you escape the explosion.

Use the ballast switch to change your depth. This tilt control is used when aiming spears. Also in this section are the thrust controls, including reverse, and the rudder, which should be used in conjunction with the compass.

The main screen displays views in four directions. This is forward, hence the spear sight. Don't use the lights all the time though — they're heavy on fuel consumption.



A bell rings to warn you when you're likely to turn blue in the face. Move the control hand here, with the left key, then pump it up and down to replenish air supplies.

The fuel gauge warns you when you're running low on the seaweed mix that makes the volts. Frantically turning this handle, by alternating up and down keys, recharges the parts other submarines can't reach.

When you want room service, move the hand to this switch, then press down to sound a klaxon. Once the package descends from the surface, up will switch on a magnet to tug it in.

TERROR OF THE DEEP

Mirrorsoft/£9.95

Gwyn In the inky depths of Loch Ness, something stirs. Locals talk of strange creatures rising from the murky waters. Could they be connected with the glowing meteorite-like objects that fell from the skies so recently?

Mirrorsoft has coined the term 'adventure simulation' to describe *Terror Of The Deep*. Adventure, because you're looking for whatever's been putting the wind up the locals' kilts. Simulation because doing so is every bit as involved as it would be in real life.

Real life? Well, not really, because the game is closest to those century-old fantasies of Conan Doyle, HG Wells, and above all, Jules Verne. Like Lucasfilm's *The Eidolon*, you are presented with a piece of Victorian sci-fi equipment to conduct your investigations.

The eccentric Scottish engineer, who developed the primitive submarine capable of patrolling the icy waters, chose an inopportune moment to go to the great haggis ranch in the sky, leaving you the dubious honour of ringing out the old in his diving bell.

Using a cursor you choose where you want to be dropped by your surface vessel. While you're descending you might like to read the last words of the engineer, reprinted from his yellowing diary in the game's instructions. Pay attention, because they contain some valuable clues.

The first problem, when you hit rock bottom, is that there's no signpost saying, 'This way to the strange phenomena.' The diary does drop a hint on how to find your way to the strange pods that the engineer describes though. Set off immediately, because hanging around leads to unwanted attention from strange creatures.

As you patrol, fish glide by. Turn your chair to look through any of the submersible's windows and you can watch them go. Don't spend too much time spectating though 'cos you must generate power — and that swivelling seat eats up the amps — and oxygen.

You can turn, dive or surface, or choose weapons, so that you're always prepared for any unpleasant encounters. If you begin to run low on fuel cells or spears, simply ask the ship to drop more. And if there's no sign of monsters, surface, relocate and try another site.

Terror Of The Deep is a clever game, with nice graphics, and it can be quite atmospheric, especially if you play it in a darkened room, away from all distractions. There's even a version for 128 owners, with enhanced sound, on side two of the tape.

But fishing for the Loch Ness monster isn't the sort of activity for a Saturday afternoon. You'll spend a lot of time wandering around in the dark if you're to locate anything, and many people may find that boredom sets in before the not-so-wee, timorous beastie arrives.

Maybe more landlocked deduction, to help you locate a likely location, would have added variety. As it is, for patient players in search of a decidedly different type of adventure, this is ideal, but arcade freaks may prefer it to sink without trace.

Graphics
Playability
Value for Money
Addictiveness
8

SMUDGE AND THE MOONEES

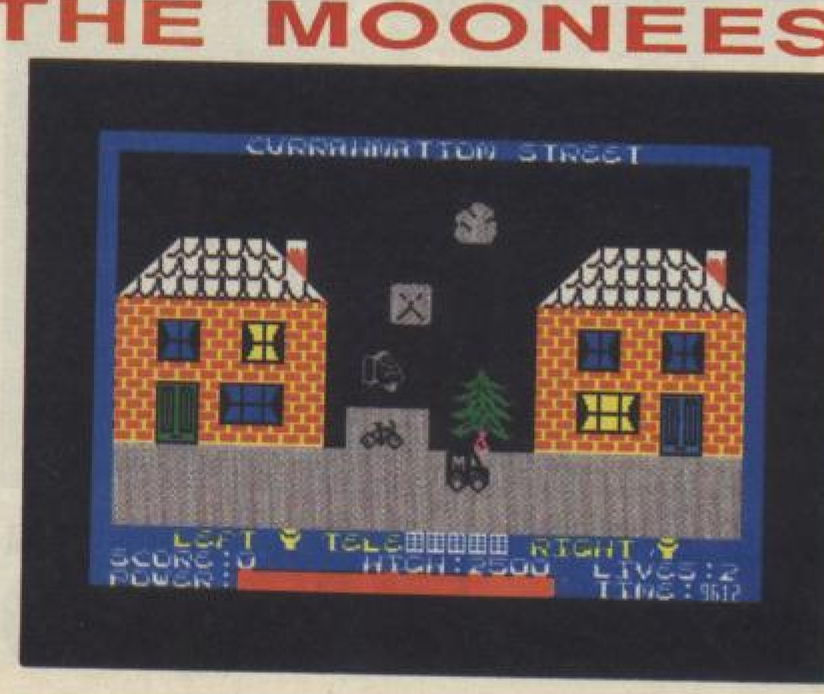
Sparklers/£1.99

Rachael Fancy a dirty time with a chimney, Sweep? Just don't tell Sooty, he may Soo! This is set in France and it attempts a jaunty French air. There's French music, French graphics, even French . . . typography! Unluckily the result is a load of old Gallics.

Smudge is a dodgy dodging game complete with teeny characters that look like they originated back in '84. The idea is to steer clear of the nasties on the ground, then when you've parked your bike in the lay-by, don your jetpack and get into some aerial avoidance. There are two chimneys per screen, and once you've cleared those you have to skip back to the start and clean up at the laundromat.

The programmers have thrown in everything but the kitchen sink, with shrinking energy, ticking time, rest periods, a teleport and . . . what's this? Well, it *is* the kitchen sink, but it's too late to save Smudge. This game is so far from being grate I'd rather have a bad case of the flu.

Graphics
Playability
Value for Money
Addictiveness
3



BACK ISSUES

Fifteen back issues on the *YS* list Yo ho ho, let me have some.

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12 **Dec '86 • Games:** *Dandy/ Avenger/Uridium/WAR/ Lightforce/Trailblazer/Dragon's Lair* **• Features:** Music Feature: hit that perfect beep/Readers' Survey: see what everyone else thought

13 **Jan '87 • Games:** *Space Harrier/Star Glider/Gauntlet/Fat Worm Blows A Sparky/Thanatos/They Stole A Million* **• Features:** Carry On Screening: T'zer's magnificent movie special/Compliment System: Saga's complete hardware system/Red Box: the Red Revolution's coming

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16 **April '87 • Games:** *Nemesis The Warlock/Rana Rama/ Enduro Racer/Leader Board/ Shockway Rider/Sigma 7* **• Features:** Comms Special: Get on-line with YS/ Vox On The Box: Tune-in to computers on telly.

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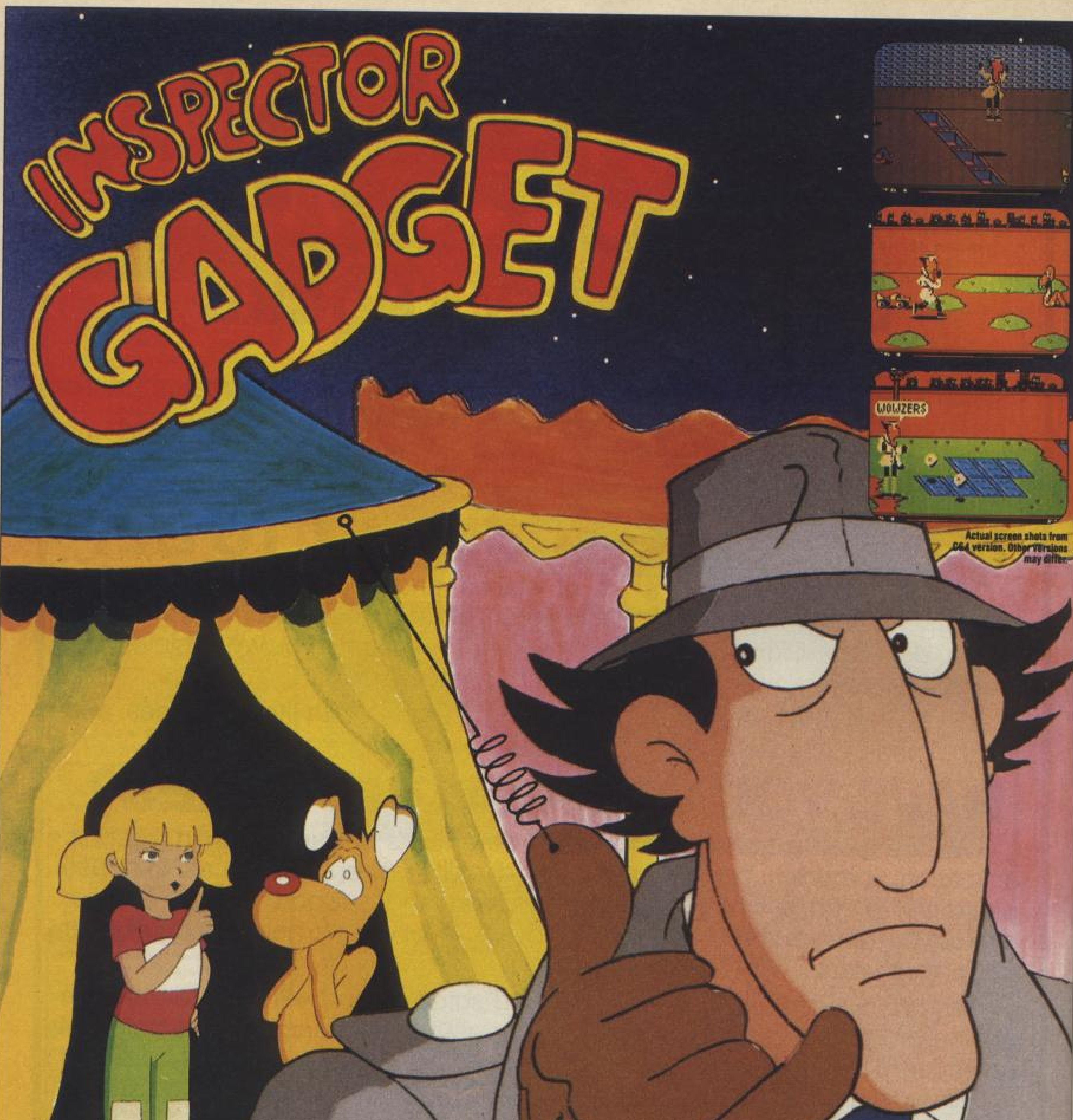
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One of my really unbreakable rules on this page has been that listings should be fairly short. *Right*? Right! But it's my rule, and I'm going to break it, 'cos I've just been sent this mega amazing routine by **Neil Oughton** of Moreton-in-the-Marsh.

You may remember, way back in the dim and distant past (*Your Spectrum* issue 4, actually), we featured an article on shaded printing called *Dumps Of Distinction*. Well, Neil has an Opus Disk drive and he's converted this routine to use the Opus printer port directly. Be warned, though, as Neil says it can only be used with Opus Rom versions 2.2 or later. So get out your assemblers, all you Opus users, and get typing! I've left in all Neil's comments and added a couple of my own!

```
10            ORG  50000
15 ;               "Set up codes"
20   ESC      EQU  27
30   CR       EQU  13
35 ;               "ROM addresses"
40   PIXAD EQU  22AAH
50   OP_IN EQU  1708H
55 ;               "Opus addresses"
60   OP_PR EQU  4069
70   BACK  EQU  1748H
80   BEGIN LD   A,ESC
90            CALL OUTCH
100           LD   A,"A"
110           CALL OUTCH
120           LD   A,3
130           CALL OUTCH
140 ;              "Sets up small
line feeds"
150           LD   C,0
160  NLINE LD   A,ESC
170           CALL OUTCH
180           LD   A,"*"
190           CALL OUTCH
200           LD   A,4
210           CALL OUTCH
220 ;              "Epson mode 4
640 dots per line. we will use
176*3=528 of them. 528=
2*256+16"
230           LD   A,16
240           CALL OUTCH
250           LD   A,2
260           CALL OUTCH
270           LD   B,0
280  NXY      PUSH BC
290           CALL PIXAD
300           LD   B,A
310           INC C
320           LD   A,1
330  L1       RRCA
340           DJNZ L1
350           AND  (HL)
360 ;              "Zero if Ink, NZ
if Paper."
370           EX   AF,AF'
380           LD   A,H
390           RRCA
400           RRCA
410           RRCA
420           AND  3
430           OR   58H
440           LD   H,A
450           LD   B,(HL)
460           EX   AF,AF'
470           LD   A,B
480           JR   NZ,INK
490 ;              "If paper then
divide by 8"
500           RRCA
510           RRCA
520           RRCA
530  INK      AND  7
540 ;              "Mask other
bits"
550           LD   HL,TABLE
560           ADD  A
570           ADD  A
580           LD   E,A
590           LD   D,0
600           ADD  HL,DE
610 ;              "HL points at
data for the particular colour"
620           LD   B,3
630 ;              "B contains the
number of data bytes per pixel"
640  OUTLP LD   A,(HL)
650 ;              "Read byte from
data and then send it."
660           CALL OUTCH
670           INC  HL
680           DJNZ OUTLP
690           POP  BC
700 ;              "Restore X&Y"
710           INC  B
720           LD   A,B
730           CP   176
740           JR   C,NXY
750 ;              "Do all 176
vertical lines cos we are
printing down the screen."
760           LD   A,CR
770           CALL OUTCH
780 ;              "End of line so
send a carriage return."
790           INC  C
800           JR   NZ,NLINE
810 ;              "IF C<>0 then we
haven't done 256 horizontal
pixels yet so tackle the next
line!"
820           LD   A,ESC
830           CALL OUTCH
840           LD   A,"2"
850           CALL OUTCH
860           RET
870 ;              "Restore normal
1/6 line spacing and return to
Basic."
880 ;              "Here follows
Data table for colour patterns.
I have listed as binary using
the Astrum assembler protocols,
but you will have to alter them
to HEX if using Picturesque"
900  TABLE DEFB @11100000
910           DEFB @11100000
920           DEFB @11100000
930 ;              "data for black"
940           DEFB 0
950           DEFB @11000000
950           DEFB @01100000
960           DEFB @11000000
970 ;              "data for blue"
980           DEFB 0
990           DEFB @10100000
990           DEFB @01000000
1000          DEFB @10100000
1010 ;             "Data for red"
1020          DEFB 0
1030          DEFB @00100000
1040          DEFB @01000000
1050          DEFB @10000000
1060 ;        "Data for magenta"
1070          DEFB 0
1080          DEFB @01100000
1090          DEFB @00000000
1100          DEFB @01100000
1110 ;        "Data for green"
1120          DEFB 0
1130          DEFB @01000000
1140          DEFB @00000000
1150          DEFB @01000000
1160 ;             "Data for cyan"
1170          DEFB 0
1180          DEFB @00000000
1190          DEFB @01000000
1200          DEFB @00000000
1210 ;        "Data for white"
1220          DEFB 0
1230          DEFB @00000000
1240          DEFB @00000000
1250          DEFB @00000000
1260          DEFB 0
1270          ;    "This routine
sends a byte to the printer via
the Opus parallel port."
1280 OUTCH PUSH HL
1290          PUSH BC
1300          CALL OP_IN
1310 ;             "Page in opus
ROM."
1320          LD   H,A
1330          LD   A,81H
1340          LD   B,0
1350          CALL OP_PR
1360 ;             "Print routine
in opus 2.2 ROM."
1370          CALL BACK
1380          ;    "Return to
speccy ROM."
1390          POP  BC
1400          POP  HL
1410          RET
1420          END
```

I know it's a pretty long routine, but it's invaluable! Cheers, Neil.

Here's a neat little routine from **David Bowden** of Altrincham that uses Basic to draw the screen in blocks, so to speak. Try it with one of your fave loading screens and see how it works.

```
1 REM Position tape with loading
screen in the right place.
10 LOAD "" CODE 50000,6912
20 LET n=0: LET a=16384
30 FOR x=1 TO 3: FOR y=1 TO 256
40 LET b=a: POKE 22528+n,PEEK
(56144+n): LET n=n+1
50 FOR z=1 TO 8: POKE a,PEEK
(33616+a)
60 LET a=a+256
70 NEXT z
80 LET a=b+1
90 NEXT y
100 LET a=16384+2048*x
110 NEXT x
```

As David points out, it's rather slow 'cos it's in Basic, but it's well worth watching.

Every now and then I get some interesting and useful POKEs in the post. I don't usually print 'em, as so many are listed in various books, but just for a change, I thought I'd put in a few this month. Try putting different values into these various POKEs and see what happens. Thanks to **Darryl Sloan** of Portadown in Northern Ireland for sending them in.

```
23609 PIP beeps on keypress.
23624 Paper and ink for input
line and border.
23693 As above for main screen
23756 Alters the line number of
the first line. NB only if
microdrives are absent!!
23692 Disables scrolling if 255
is poked here, but must be done
from within a program.
23617 Input cursor character.
Follow with any INPUT. Try 238!
23658 Caps lock, 0 for off 8 for
on.
23659 Evil one this! Poke with 0
to cause a crash on any input
line or error message! Try 1!!
```

David Nightingale from Stanford le Hope in Essex also sent in the line number POKE and pointed out that it can be used to make the untouchable line 0 into a line that can be edited normally.

Remember the program to redefine the character set in italics we printed in the December *YS*? Well, **Matthew Hobson** of Corby had a bit of a think and sent in a similar routine, but it gives thicker italic characters. Try it out, but beware! As he's used calculated GOSUBs, don't renumber the program!

```
1 LET poke=31239
2 LET pk=0
3 FOR n=33 TO 125
4 PRINT AT 21,0; CHR$(n)
5 FOR b=7 TO 0 STEP -1
6 FOR g=0 TO 7
7 IF POINT (g,b) THEN GOSUB 15+7-
g
8 NEXT g
9 POKE poke,pk
10 LET pk=0
11 LET poke=poke+1
12 NEXT b
13 NEXT n
14 CLS: PRINT "ENTER 'POKE 2360
7,121 for thick charset"''" ENTER
'POKE 23607,60' for normal": STOP
15 LET pk=pk+3 : LET g=g+1:
RETURN
16 LET pk=pk+6: LET g=g+1:
RETURN
17 LET pk=pk+12: LET g=g+1:
RETURN
18 LET pk=pk+24: LET g=g+1:
RETURN
19 LET pk=pk+48: LET g=g+1:
RETURN
20 LET pk=pk+96: LET g=g+1:
RETURN
21 LET pk=pk+192: LET g=g+1:
RETURN
22 RETURN
```

Once you've run the program, you can always save the code produced to speed up the process when you want 'em next time.

Christer Borg of Stockholm in Sweden sent in this crafty integer dividing routine in machine code. It works as a subroutine from other code and preserves all the registers except HL and BC. It's entered with HL containing the number to be divided and C containing the divisor, and it exits with HL containing the dividend and B containing the remainder.

```
10             ORG  ANY
20             PUSH AF
30             PUSH BC
40             PUSH DE
50             LD   B,16
60             XOR  A
70             LD   D,A
80             LD   E,A
90             EX   DE,HL
100  DIV1      SLA  E
110            RL   D
120            RL   A
130            CP   C
140            JR   C,DIV2
150            SUB  C
160  DIV2      CCF
170            ADC  HL,HL
180            DJNZ DIV1
190            POP  DE
200            POP  BC
210            LD   B,A
220            POP  AF
230            RET
240            END
```

I reckon that's a nice, neat routine! Very short and elegant.

The question of rounding numbers has reared its ugly head again. This time I got a listing and a plea for help from **Dennis Slope** of Southampton. Have a look at what he's doing, and write in and tell us all why it doesn't work correctly!

```
10 REM routine to round the
product of two numbers a & b to
n decimal places
20 INPUT "First Number? ";a
30 INPUT "Second Number? ";b
40 INPUT "Places? ";n
50 LET z=a*b
60 IF (10^n*z)-(INT (10^n*z))>0.5
THEN PRINT(INT (10^n*z)+1)/10^n
70 IF (10^n*z)-(INT (10^n*z)<0.5
THEN PRINT(INT (10^n*z))/10^n
```

Dennis says, "This works fine for products in the range 0 to 100, no matter how many decimal places (up to eight or nine) I choose, but with numbers over 100 odd results creep in with the number of decimal places being less than requested".

So come on, you geniuses! Tell us what's going on. See you next month!

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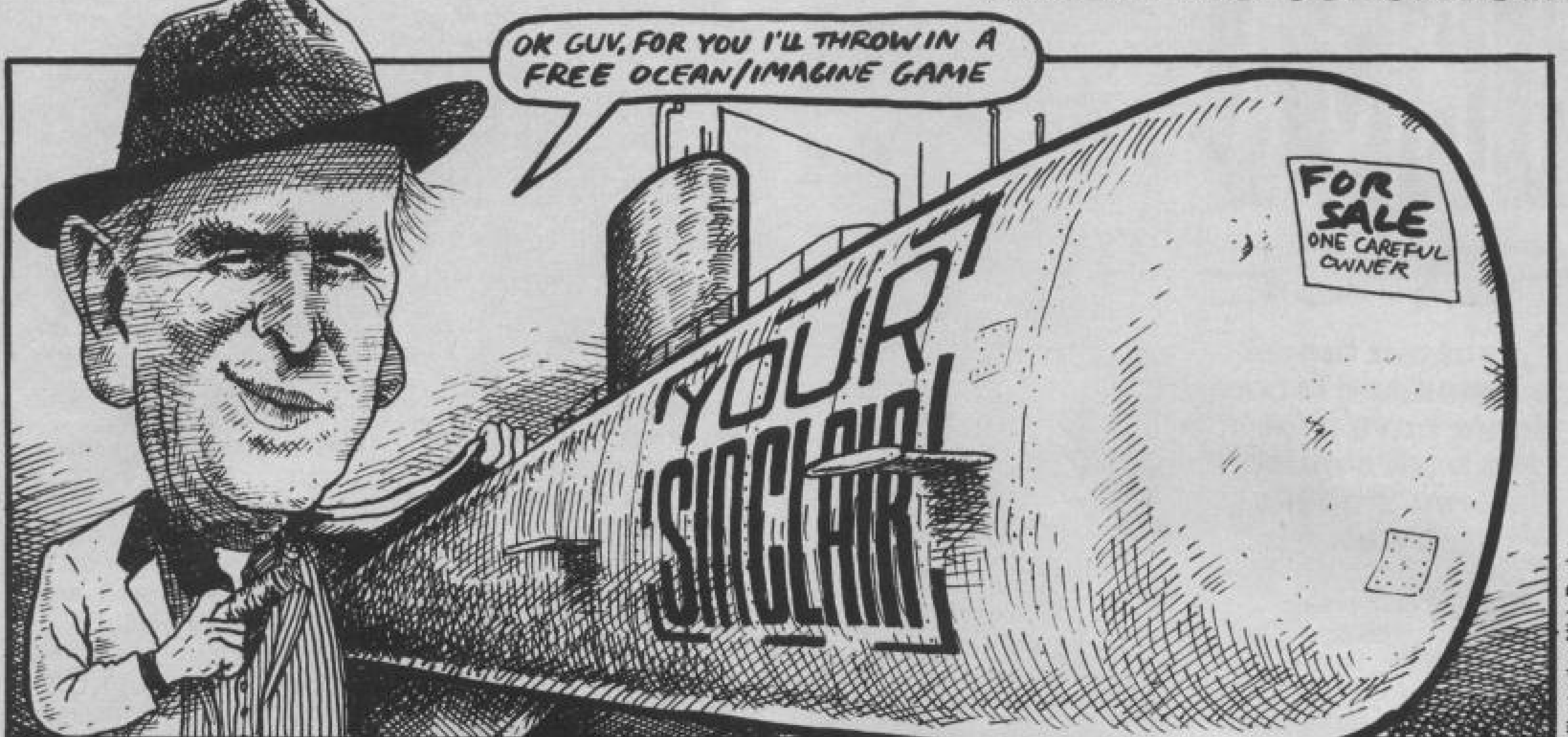


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[1] *This is a lie.*
[2] *Well, plastic actually.*

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S P Y * *

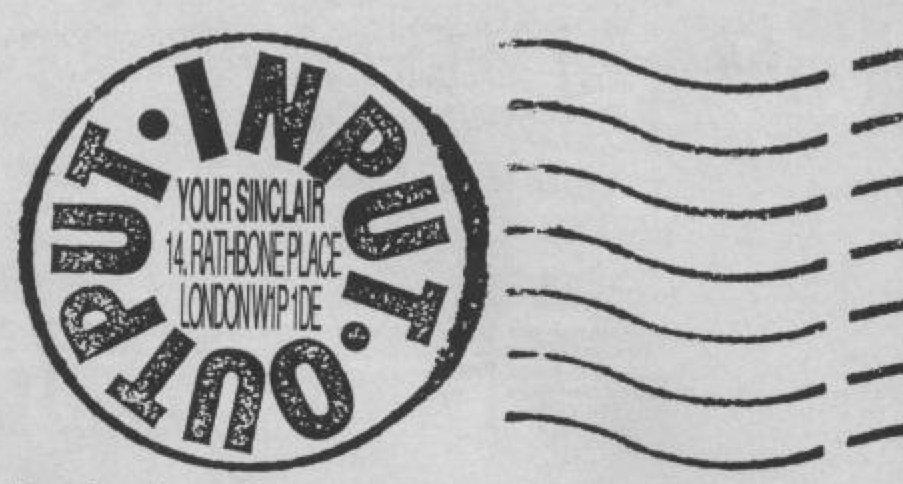
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HARDWARE

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■ Spectrum+, Kempston interface, software — *V, Commando, Winter Games, Nomad*. Altogether would cost £200, will sell for £80 for fast sale. Phone 021-520 8084 and ask for James.
■ Multiface 1 for sale — £20. Phone 061-202 3909 and ask for David.
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■ Swop *Sweevo's World, Spitfire 40, Superbowl, Sam Fox, Footballer Of The Year* plus many adventures. Open to offers, but especially *Theatre Europe* and *Return To Eden*. Write to Steve Lodey, 5 Felix Road, Felixstowe, Suffolk IP11 7JD.
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■ Calling all 128K and 48K owners. If you've got games, swop them with me. I get all new titles. Write today without delay (*He's a poet and he don't know it! Ed*). D Laryea, 19 Crinan Grove, Burton Manor, Stafford ST17 9PU.
■ Games to swop — *Gyroscope, Back To Skool, Alien, Best Of Beyond (Doomdark's, Shadowfire, Enigma Force, Sorderon's Shadow)*. Games wanted — *Elite, System 15000*. Contact Tom Liptrot, 42 Hazel Grove, Lichfield, Staffs.
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■ I will swop *Trivial Pursuit* for *Gladiator 128, Academy* or *Gauntlet*. Please phone Mark after 5pm on Buxton (Norfolk) 207.
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■ Wanted desperately! *Arnhem* and *Desert Rats*. Will swop both for *GAC, Arcade Creator, White Lightning* and *Artist II*. Please write to Jason Smith, 8 Brown Street, Bamber Bridge, Lancs PR5 6NQ.

■ Wanted — ZX81, games, books, Ram pack, printer etc. Please phone Leeds (0532) 653170 and ask for Oliver.

■ Map and two POKEs wanted for *Robin Of The Wood* and teleport codes for *Starquake* and map and POKEs for *Monty On The Run*. Please write to Murray Gray, 250 Coudar Angus Road, Muirhead by Dundee, Scotland DD2 5QN.

■ Wanted — Alphacom 32 printer, interface, paper etc. Will swop for games and/or cash. Please phone Warren on 01-646 1548 any day after 5.30pm. I've also got lots of games to swop — send your list for mine.

■ Does anyone have a broken or working joystick that they don't want. If so, please phone (0621) 76317 and ask for Ric.

■ Wanted — either any Saga keyboard or any good printer, or any good modem, or a Ram Music Machine. Will swop for microdrive, Interface 1, four cartridges and two excellent games. Please phone 051-226 3632 and ask for Wayne.

■ POKEs, POKEs, POKEs wanted for any games. Please write to Paul Howard, 5 Beechway, Stonebridge, London NW10.

■ Wanted — disk drive (possibly) for Spectrum 128K). I will answer all letters. Please write to Amedeo Bruni, Via Santo Stefano 52, 60122 Ancona, Italy.

■ Seikosha GP505 printer and paper. Mint condition. Your price plus postage paid. Please hurry and send details to Barry Rowley 55 Chepstow Road, Bloxwich, Walsall, W Midlands WS3 2ND.

■ Wanted — Spectrum hardware, especially microdrive and interface/modem/printer/any drive unit. Will exchange for cash plus £100 worth of software — *Paperboy, Soccer*, various US Gold/Elite/Konami hit packs. Phone Phil on Rhyl 37428.

■ Wanted — *White Lightning, Machine Lightning* or *Laser Basic*. Will swop for *Great Escape, Batman, Uridium, Paperboy* or *Pentagram*. Write to S Bradley, 7 Deal Grove, Sawston, Cambs CB2 4DR.

■ Wanted — *Boulder Dash*. Will swop for any game. Phone Leicester 885324 and ask for Jennie.

■ Wanted — *Heartland, Gunfight* and *Starstrike II*. I have probably got the game you are looking for in exchange. Phone Camberley 35896 after 4pm and ask for Phil.

■ Needed badly! August Program Power Pull-Out. Willing to return it after use. Please write with your phone numer to D Alderson, 86 Powell Avenue, Marton, Blackpool, Lancs. Please help. Thanks!

■ Wanted — complete AMX mouse kit. Willing to swop software including *Redhawk, Heavy, Storm, Zoids, Bombjack, Knight Tyme*. Twelve games all told. Phone (0264) 59631 between 3.30 and 4.30pm and ask for Jonathan.

■ Wanted — *Footballer Of The Year*. Swop for *Sacred Armour Of Antiriad*. Write to Daniel Pearce, Coombe Rise, Poughill, Bude, Cornwall EX23 9ER.

■ Wanted — *The Force*. Will swop ten games for it. Please write to Ricky Strachan, 18 Marlborough Road, Southall, Middlesex UB2 5LW.

■ Has anyone got *Leader Board*? I will offer *Winter Games* or *Footballer Of The Year*, or various football managing games plus a lot of others. Please phone Andy on (0292) 313680.

■ Wanted — Cheetah SpecDrum. Swop for software or part exchange for a Kempston mouse. I have all the latest software — *Scooby Doo, Starglider* etc. Phone Kev on (0432) 267933 after 4pm.

■ Wanted — Currah MicroSpeech in good condition and boxed. Will swop for *View To A Kill, Gremlins, Thunderhawk, Liberator, Pat Postman, Fred, Kong* and *Jungle Fever*. Phone 051-520 2816.

■ Wanted — AMX mouse. Will swop printer and games or pocket TV and two games. The games are *Fist II, Elevator Action, Glider Rider, Cobra, Starglider*. Please write to Robert Whitcombe, Twin Ridge, Chemsford Road, Hatfield Heath, Essex.

■ Wanted — *Moon Cresta* for Spectrum. Will swop for *Rebel Star, Ninja Master* and *Molecule Man*. Please write to Jonathan Gregory, 401 Topsham Road, Exeter, Devon EX2 7AB.

■ Wanted — Multiface. Will swop for *Trivial Pursuit, GAC, Gauntlet, Firelord, Uridium, Fairlight II, Dandy* and *Boggit*. Phone (0706) 623975 and ask for Paul — weekends only.

■ Wanted — SpecDrum from Cheetah. Swop for *Gallipoli, Sam Fox, Starion, Blue Max* and *Beach Head II*. Please write to Nigel Barclay, 3 Queens Avenue, Broxburn, W Lothian EH52 5RS.

■ Wanted — will swop *Treasure Island* for *Valhalla*. Please write to Carole Burke, 14 Summerhill Drive, Clonmel, Co Tipperary, Eire.

■ Will swop 125 joystick for Kempston Formula One joystick. Or I will buy if it's under £8. Please phone 01-472 1562 and ask for Paul. Please phone after 6pm. Hello Danny!

■ Wanted — ZX microdrive and Interface 1. I'm offering *Scalextric, Paperboy, Super Soccer, Cobra, Revolution, Bobby Bearing, Supercode 3, Kung Fu Master* and more. Interested? If so, please phone Paul on 051-423 3866.

■ Wanted — *Fairlight*. Will swop *MegaBasic, Knight Tyme 48K* and *Dynamite Dan*. Write to Matthew Hales, Mill Cottage, Kenton Road, Debenham, Stowmarket, Suffolk.

■ Wanted — Interface 1. Will swop for *Rambo, Ghosts 'n' Goblins, Top Gun, Robin Of Sherlock, Bobby Bearing*. Write to Mark Reilly, 25 Temple Crescent, Inverness, Scotland.

■ Wanted — Kempston or AMX mouse boxed with instructions. Will swop for *Cobra, Terra Cresta, Marble Madness Construction Kit, WAR, Lightforce, Firelord* and *Uridium*. Write to Tony Evans, 40 Lindfield Avenue, Blakelaw Estate, Newcastle upon Tyne NE5 3JP.

■ POKEs and tips wanted. Write to POKEs, 52 Hamilton Road, Kings Langley, Herts.

■ ZX81 games wanted for a lady who's just been given a ZX81 computer. Please write to Mr Osborne, 32 St Anns Way, Leeds LS4 2SQ.

■ 48K Spectrum to swop for ZX printer and paper. Any printer wanted for use with Spectrum 128K. Please phone (0604) 890533 any time.

■ Wanted — complete AMX mouse or Videoface Digitiser for *Gerry The Germ, Tripods, Complex, Gift To Gods, BMX Simulator, Super Soccer, He-Man, Agent X, Holy Grail, Silent Service, Fairlight II, Ace, Westbank, Fued*. Phone Cumbernauld 734885 and ask for Barry.

■ I want *Doomdarks Revenge* and/or *Turbo Esprit*. Swop for *Dandy, Great Escape* or mega-squillions of others (one for one swop). Phone Mark on (0625) 871382 after 5pm.

■ Wanted — *Nosferatu, Hardball, Thanatos, GAC, Aliens, Cop Out, Impossaball*. I have *Scooby Doo, Space Harrier, Fist, Gyroscope, Dragon's Lair, Winter Games*. Any other new games considered. Phone Ian on (0302) 700539.

■ Wanted — Ram Music Machine or SpecDrum or any sound sampler. Will swop for *Laser Basic, Art Studio*, dual port joystick interface, *Starion, Exploding Fist, Uridium* or othrs. Please writer to Michael Murdock, 71 Ballynahinch Road, Carryduff, Belfast, N Ireland.

■ Sinclair B/W pocket TV wanted. Will swop for hardware or software. I have lots of hardware and over 90 software titles, many recent ones. For information write to Simon Lennox, 53 Main Street, Castledawson, Co Londonderry, N Ireland.

MESSAGES, CLUBS & EVENTS

■ Ten pages of recent games tips only 70p inc p&p. Write to Grant Edwards, 17 The Maltings, Kings Langley, Herts.

■ From the Spectral Guardian Angels comes Pokemaster. Over 500 Spectrum POKEs and tips make this the most comprehensive list ever compiled. Only £1. There's a bonus — you can become an Angel with a certificate, badges, compos and so on. Write to Trevor Tullock, 39-2 Varden Croft, Edgbaston, Birmingham B5 7LR.

■ If you are a good machine code programmer with programming ideas and any information on machine code programming I would like you to get in touch. Write to Jonathan Osmond, 6 West Park, Castle Cary, Somerset BA7 7DB.

■ *Restart* is a Spectrum magazine including previews, reviews, news and much more. For a recent edition send 30p and a stamp to Restart, 40 Downe Avenue, Cudham, Kent TN14 7QX.

■ POKEs! 250 POKEs for infinite lives etc. for all of the latest games. Only 50p and an sae. Send a PO to John Capel, 2 Little Road, Preston, Lancs PR4 5AP.

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■ Software exchange. Join the original swop club. Free membership. Huge program base. Hundreds of satisfied members. Discount offers. Please send an sae for details to UKSec, 15 Tunwell Greave, Sheffield S5 9GB.

■ 3K are brill. 3R are useless. Craig is madly in love with Dingle — come to think of it, who isn't? (*I don't think I am. Ed*). Jane lives in Foyle Street and loves C64's. With love — Master Bob.

■ Are you interested in the paranormal? Do you wish to take part in informative and interesting experiments? Have you ever had a paranormal experience? If so, send an sae to Paranormal Investigations, 29 Derwent, Belgrave, Tamworth, Staffs.

■ Any software you're bored with, or some you just want to get rid of? Well, we can swop them for you. Send an sae for details to V Hallam, 27 Mansfield Road, Eastwood, Nottingham.

■ SPI-1 Disk Drive interface owners wanted to exchange hints and tips etc. Write to Keith Paget, 302 Pinewood Park, Cove, Farnborough, Hants.

■ For sale — maps and POKEs. Most games maps and loads of POKEs — it'd be easier to list the ones we haven't got! Fast, cheap, reliable service. Send a large sae to DGC Maps, 385 Duffield Road, Allestree, Derby DE3 2DN. Hurry!

■ Anyone out there got *Atlas Assignment*? If you have, please send any tips you have to Jonathan Cole, 13 Laski Court, Dalton Close, Crawley, Sussex RH11 9JN.

■ *Adventure Probe* is a monthly magazine for adventurers containing hints, reviews, discount software and much more. Send £1 for a sample copy to Adventure Probe, 78 Merton Road, Highfield, Wigan WN3 6AT.

■ Issue 1 of *Spectrum Arcade Action* is out now. For your own copy packed with reviews, just send 50p to SAA Magazine, 150a Pack Lane, Kempshott, Basingstoke, Hants RG22 5HR.

■ £5 reward for the person who can advise me how to break in to *Cyrus II Chess* and change the colour of the board and pieces and then save the amended program. B Whitby, 16 Manse Field Road, Kingsley, Warrington, Cheshire WA6 8BZ.

■ I am starting a new software label in Denmark and need some good machine code programs. Please let me know if you have any. Dan Nielsen, Tornskadevaenget 4, 5210 Odense nv, Denmark.

■ For sale — adventure solutions for *The Boggit, Bored Of The Rings, Seabase Delta, Robin Of Sherwood, Hampstead* and *Terrormolinos*. Only 45p including p&p. Ian Harrison, 53 Penrhyn Beach East, Penrhyn Bay, Llandudno, Gwynedd LL30 3RW.

■ Software exchange club. Just send an sae for details and a membership form. Write to SSSC, 178 Forest Road, Kingwood, Bristol BS15 2EN. If you see Sid, tell him!

PEN PALS

Come on you lot. Surely you're not that shy? You'll stand a much better chance of finding your heart's desire if you get your photo printed. Go on, give it a try! What have you got to lose!

■ Anyone into games and good music, heavy metal (*I thought you said good music? Ed*) or hip-hop please write to me. I don't have many games but I'm building up a collection. I'm 15 and male — please be 14+ and female. Write to Jakey McGhee, 48 Watt Low Avenue, Rutherglan, Glasgow G73 2TF.

■ I would like a penpal about 13 or 14. I have 300 games such as *Gauntlet, Top Gun, Xevious, Starglider, Uridium, Druid* and *Terra Cresta*. Please send a list to David Kirwan, 8 St Declans Terrace, Marino, Dublin 3, Ireland. All letters will be answered.

■ My name is Marcia May and I am 13. I would like a female or male penpal about the same age. I like hamsters and meeting new people and pop music. Please send a photo. All letters will be answered. Write now to Marcia May, 16 Cranbourne Road, Slough, Berks SL1 2XF.

■ Mad 20 year old requires serious assistance with computer use. Outside interests include videos and Dan Aykroyd. Drop me a line and save my sanity. Debi Sheppard, 96 Carlton Avenue, Mill Hill, Stoke on Trent ST6 7HQ.

■ Penpals wanted to swop games. I have all the latest titles. Send your list for mine. Write to Robby Coventry, 139 Ballyfermot Road, Dublin 10, Ireland.

■ 13 year old boy seeks penpal to swop games, maps and tips. Write to Alastair Grant, 2 St Michael's Avenue, Bolton, Lancs.

■ 13 year old male Speccy owner seeks female penpal of similar age. Main hobby is computers. All letters answered. Write to Peter Smith, 35 Fairfield Hill, Bramley, Leeds LS13 3DP.

■ 18 year old female wants to write to any male 17+ who's into computer games and music. Write to Lorraine Davidson, 8 Bells's Wynd, Lanark, Scotland ML11 7JF.

■ 11 year old female looking for a penpal anywhere in the Universe. If you're interested get writing to Tania Corbin, 7 Holyrood Terrace, Westham, Weymouth, Dorset.

■ I'm 12 and want a male/female penpal any age with a 48K Speccy interested in programming, swopping games and swopping POKEs, maps etc. Write to Morgan Ward, 3 Orchard Street, Oughtibridge, Sheffield S30 3HL.

■ I want a pretty female aged 14-16. Please! Please! Please! Send a photo. You don't need to have a computer. Write to Michael Solomon, Cromer House, 28 Crescent Road, Brentwood, Essex.

■ Lonely male Speccy freak seeks female Speccy freak into games or programming as well as pop music. Write to Lee Corbin, 7 Holyrood Terrace, Weymouth, Dorset.

■ 30 year old Speccy 48 and 128K owner would like to swop games, utilities, inlay cards, instructions and tips. I have over 700 programs. All letters and lists answered the same week. Write to Frank Callewaert, Roterystr 46, Kortryk, Belgium.

■ Wanna swop software with a 25 year old Speccy+ user? Your list for mine. Approx 350 titles. Steve Taylor, 1 Bleachfield House, Mount Vernon, Thurso, Caithness KW14 8QW.

■ Penpals wanted from all over the world, especially Eire, to swop games, hints and tips. I am 20, own a Spectrum+ and lots of programs. All letters will be answered. Fabio Fachin-Sacchelli, Via Piaggio 6/8B, 16136 Genova, Italy, Ciao!

■ Hello you folks in Britain. Want to swop games with me? I have over 900 programs. Christopher Idstein, Wilhelm-Leuschner-Strasse 67,6507 Ingelheim, W Germany.

■ Male Speccy owner, 13 years old, would like attractive female penpal also aged 13 to swop hints, tips and POKEs. Write to Peter Whitelaw, 5/22 Hailesland Park, Edinburgh EH14 2RH.

■ Male Speccy owner wants female penpals from anywhere in the world, aged 15+. Please write to Lars Rask, Katrineholmsv 52, S-61600 Aby, Sweden.

■ I am 13 years old and want a penpal to swop games. I would like a female, but I don't mind. Please send a photo to Steven Hunter, 12 Musgraves Orchard, Welton, Nr Lincoln LN2 3NP.

■ Is there anyone out there with either a QL or an 80K Speccy? If so, please write to Orjan Larsson, Rosendal 18c, 69153 Karlskoga, Sweden.

■ Australian penpals wanted — male or female, though preferably female. Aged 15-17 to swop games, tips, POKEs. Write to James Flinton, 11 Hastings Parade, Devonport, Auckland 9, New Zealand.

■ Wanted — penpals to swop games, hints and tips. My 500+ games list includes most new releases. Write to Andrew Orwin, Old Post Office, Kirklington Road, Newark, Notts. Guaranteed reply.

■ I am 14 and want a penpal (female) of the same age to swop games, hints, tips etc. All letters will be answered. Send photos if you can. Write to Richard Evans, 29 Gateforth Lane, Hambleton, Nr Selby, N Yorks.

■ 15-17 year old wonderful female Speccy freak needed to cure bored *Shadowfire* fan of his loneliness and satsuma addiction (*Not running out of juice, are you? Ed*). Photo'd be jolly nice. Write to Michael Choudhury, 1C Sunderland Terrace, London W2 5PA.

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SABOTEUR II

You can stop your ninjing 'cos Durell has released *Saboteur II — Avenging Angel*. *Phil South* gets his shurikens shaken and his sword rattled.

Swish Thud "Urgh!" Pad pad pad. "Halt! Who goes . . ." Swish snap!" . . .Urk!

Silently sneeking through the darkened corridors, the slightly built Ninja dropped the two guards before they could make a sound. She climbed the ladder at the end of the corridor, only to find another three guards at the top . . . she expertly spun a pair of shuriken, injuring two of them. But the third ran after her. The corridor ended in a sheer drop down the side of the building . . . she backed up a step and without hesitation flung herself into the void, bunching her body tightly in a fast, high spin.

Phew! It's exciting all this Ninja stuff, innit? If you enjoyed *Saboteur*, you'll just lurve Durell's spanking new sequel, *Saboteur II*. Subtitled 'Avenging Angel', it's the adventures of Sab's sister, a fetching gel called Nina, who it seems is a Ninja too. Poor old Sab, though he escaped intact from the last adventure with the enemy's computer disk, got himself iced (clumsy beggar) at the end of *Saboteur I*. Sis is understandably miffed about it, and sets out to make home cooked catfood out of the evil foreign power who did for him.

The format of the game is similar to *Sab I* in that you are a black clothed figure, with all the high leaps, Kung Fu kicks and punches, and a lot of shuriken and dragon's tongue swordplay besides. Where *Sab II* wins out over *Sab I* is in the sheer size of the thing! Over 700 screens take you through tunnels, the rooms in the three buildings, through the grounds around the base and even beyond . . . if you can escape.

Nina has discovered that her brother was knocked off because the disk he stole contained the plans for a new missile base, which the enemy is building inside a mountain. She hang glides over the mountain and drops into the enemy's base. On the top is the original missile base, a building containing all the enemy's ammo, and the new missile base. Previous Ninja warriors who tried to destroy this base have left their weapons behind, so there's plenty of stuff for you to fling at the flame-throwing androids and man-eating pumas . . .

You must get in, destroy as much as possible, prevent the evil toads from nukeing the western world, and get out again on the flashy motorcycle you'll find in the lower caverns of the mountain. As in *Sab I*, you must also collect computer tapes, but this time if you feed them into the computer you'll blow up the missile. There are lifts to negotiate, 14 pieces of computer code to collect, pumas to outrun and eight foot tall androids to beat the living springs out of. Yep *Sab II*'s a hell of a lot more difficult than its prequel! In order to drop a guard, you have to kick it, pierce it with shuriken, beat it over the head with spanners and lead pipes and generally duff it up for some minutes before it consents to have a little lie down. On the whole I avoided confrontation with the metal mickies and ran away rather than waste my energy.

All the computer tapes are in boxes along with your ammo — in order to find them you have to riffle through the contents of the boxes. The lifts save you a lot of time going up and down levels 'cos you can travel up to ten floors in one fell swoop. This comes in very handy when your timer's running short and you've got to get right down to the bottom level and on yer bike before the missile blasts off!

The graphics are smaller and a little more detailed than on *Sab I*, and the characters more animated. The androids seek you out, so you have to keep moving a lot more than in the previous game. For 128 music fans, the music for the Fat Speccy is fantastic.

This is a fine sequel, but possibly more important, it's a fine game in it's own right. *Saboteur* was an original twist on an old platform riff, so that makes *Sab II* a double twist with a backflip and a lager chaser!

Graphics
Playability
Value for Money
Addictiveness
9

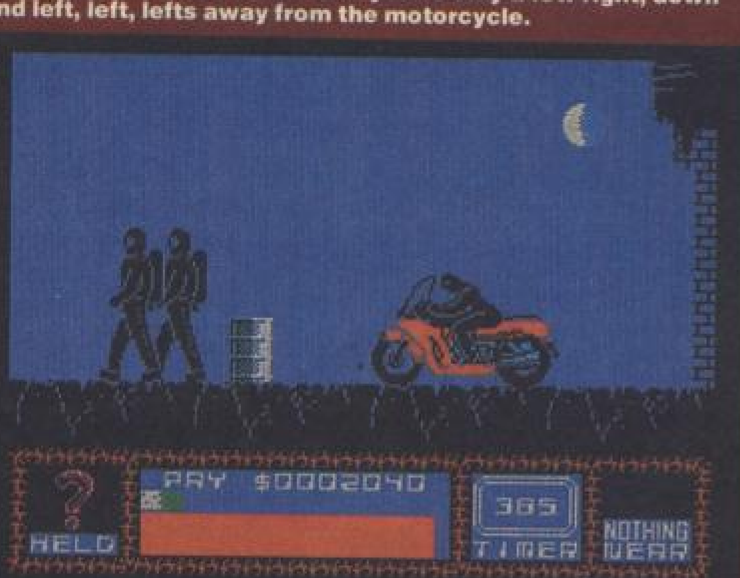
FAX BOX
Game . Saboteur II — Avenging Angel
Publisher.......................... Durell
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Offing the androids can prove a little bit of a problem. To clear the way for some of your more complicated manoeuvers, search the ammo boxes for the lead pipes, and let him have it in the teeth with one of them. That'll get his attention! Now he'll be lying down for the rest of the game, so your way through his sector will be clear.

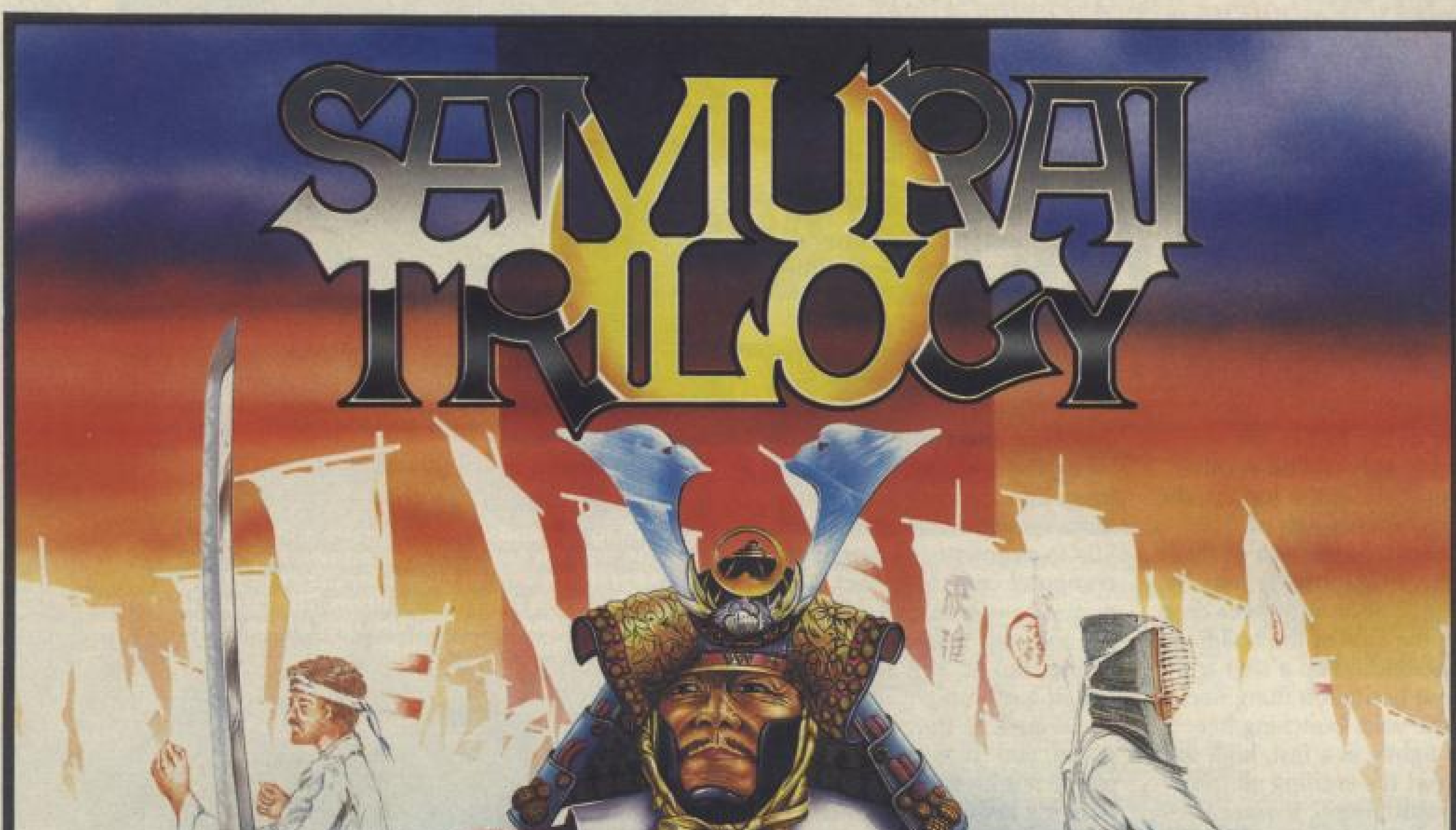


Wzzzzzzzzzuttt! The turbo lifts in the complex are fast and easy to use. Take the first one down as far as it will go. (You'll find it on the left hand side of the middle building.) Then run right until you pass the lift mechanism. Then go right into the next screen and go down the first ladder you come to. You'll find another lift to the left, and the lift control to the right. They're a bit far apart, but you'll find them. Now you're only a few right, down and left, left, lefts away from the motorcycle.



Vrrrooooommm! Finally you struggle down the tunnels and leap astride your 5000000cc Achoogesundheit motorcycle and whoosh off into the night, leaving the stupid androids standing about waiting for someone to hang their hat on them. You have to stand right where the saddle is and press UP to get on. This bit's critical and you've usually got a couple of androids on your back, so you've got to get a move on. And then it's off to the next level, and a more complex task. Vrroooommmm!

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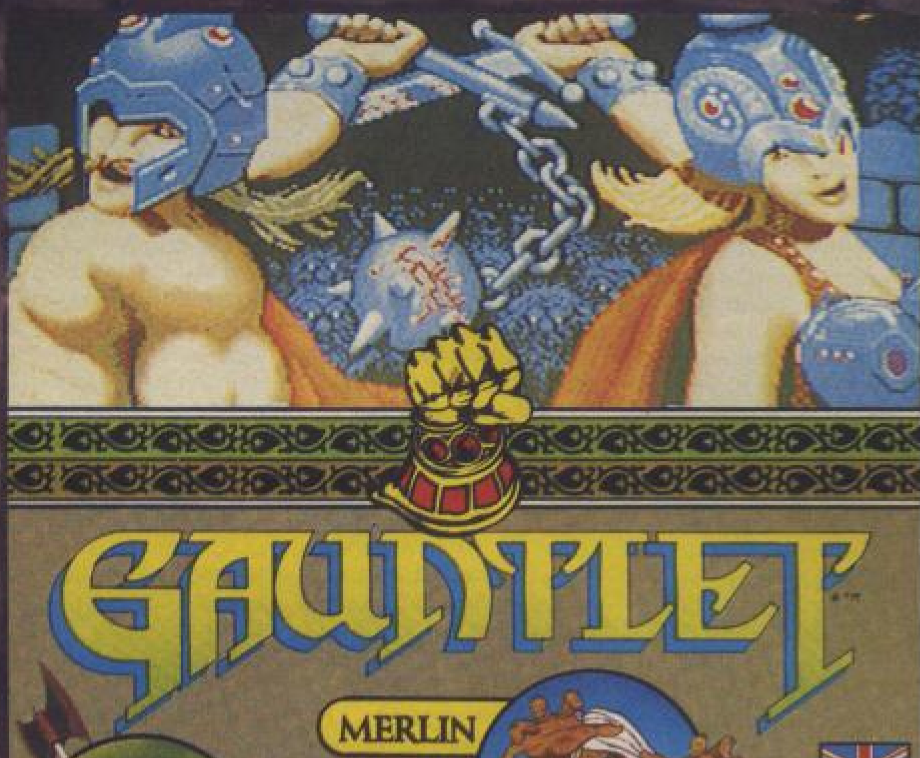
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T'zers

Zip a dee doo dah... zip a dee ay... my oh my worra wonderful da... Ooooh sorry, I didn't see you there. I always sing in the bath. Don't you just lurve spring when the crocuses play peek-a-boo in the dew-laden grass, lambs gamble (2-1 on Black Sheep in the 2.30 at Chepstow) in the meadow and everybody smells of Timotei. Ahhhhhhhhhhh! But the best thing about this time of year is that there are simply zillions of games just waiting to thrust their way upwards through the virginal soil, well your Speccy's rubber keyboard anyway. Where do I start, though? Let's start at the very beginning, it's a very good place to start. When you read you begin with 1,2,3. When you count you begin with A,B...

Anyway, whilst we're singing of Andrews, Andrew 'flat-top' Wright of Activision has been filling me in on its new licensed game **Wonderboy**, based on Sega's amazing coin-op. The star of the game, Wonderboy, must rush around in his nappy avoiding nasties (yeurrch!) Maybe he needs changing! Activision has also picked up the licence to Atari's arcade racing game, **Supersprint**. As you drive around the five tracks you must pick up golden wenches, sorry wrenches, which you can trade in for custom car features like turbo acceleration and super traction. But that's not all... da da da... Electric Dreams will be releasing **Firetrap**, another licensed product (this one's from Data East) where you have to climb burning buildings, put out fires and rescue the people inside. Sounds like one hell of a hot game to me!

I'll just throw open the window and let the warm evening breeze float in... Wow! What's that unidentified flying object doing up there in the sky? Well, raise my sporran, it's **UFO Robo Dangar**, another of Activision's licensed products. This one's from Nichibutsu (bless you) and is described as 'the greatest formulation attack game ever created — an awesome (like totally awesome, man) war game with ultra-super firepower.' Finally keep your mince pies peeled (I hate the peel) for **Rampage** in November, a coin-op licence that features three characters who metamorphose into massive movie monsters (like King Kong, Godzilla and the Man Ed), and rampage around the place eating buildings.

Talking of food I'm starving. Rustle rustle... crunch... scoff... munch. These new Duck Billed Platypus flavoured crisps are scrummy. That's better. Brrrrrrrrring brrrrrrrrrring! "Hi, it's your friendly US Gold front man, Richard 'Tizzy' Tidsall here. I have a mystery for you to solve." I've read all the books — the butler did it! "No, it's US Gold's new game, **Killed Until Dead**." Sounds gruesome. "Murder, mystery, suspense is the name of the game." I thought you said it was called **Killed**... "Yes it is, but it's all about this super sleuth Hercule Holmes who's at the Gargoyle Hotel trying to solve a crime before it's been committed." Tricky case eh? "The fun takes place on a weekend murder hunt attended by famous crime writers and it'll be out next month." Thanks Tizzy... "Wait! I thought you'd also like to know about **Metrocross**, an arcade conversion that'll be out in June. Right I'm off to follow the scent. Bye." Smells like Chanel No 5 to me.

Well, stap me vitals, there's another crime thriller on it's way — it features Sam Spillard who sounds like a bit of a dick to me — listen to this. "T'zer, it's Richard Bason from Piranha on the line." I didn't mean you. "I just rang to tell you a bit about the new game — here goes. 'Some guys are good, some guys are bad but Sam Spillard was just plain dumb. I caught sight off my reflection in the mirror across the office. I looked like a dead-beat punk. That made me sore — real sore! So I pulled out my rod...'" Yes, well that only leaves me to say it's the new Fergus McNeil adventure set in New York in the 1930's. It's called **The Big Sleeze** (bless you) and should be out soon.

'Allo 'allo, what's this? Some secret news. Listen carefully, I shall say zis only once... Hewson is releasing a horizontal scrolling shoot 'em up called **Gun Runner**. Hewson is releasing a horizontal scrolling shoot 'em up called **Gun Runner**. Okay, so I lied. Watch out for it next month.

Cor, you'd never believe it... thought you wouldn't so I've decided not to tell you. Bleeeeuuuurghhhhh! You've twisted my arm (oh the pain)... Mastertronic is bringing out **Jackle And Wide**, though I've no idea what it's about yet and it's also releasing a shoot 'em up called **Chronos**. Yippee! There's something else I haven't told you — I've never really found the right moment... I don't know how to put this. I'm, I'm, I'm still a... oh it's no good, I can't tell you, let's get on with the games.

Virgin is bringing out a compilation tape called **Now That's What I Call A Jolly Good Idea To Make Lots Of Lovely Money So Richard 'Bring Out The' Branson Can Open The World's Biggest Record Store In A Hot Air Balloon**. Phew! It includes such all-time goodies as **Dan Dare** and **Hacker**. Virgin's also working on **Falcon — The Renegade Lord**. Based on the book of the same name, it's an arcade game in which you have to fizz around the place trying to catch a renegade Time Lord. You can tell me, I'm The Doctor. There's also **Kyros** — a gang of five (oooh, you're so licky Timmy) smooth scrolling shoot 'em up with lashings of ginger beer. Watch out for both products in May!

So what else is going down on the Speccy scene? How does Jack The Ripper sound? Quiet 'cos he's dead! Well, CRL plans to bring him to life in an adventure called **Jack The Ripper** that should be out in June. Ugh! And if that sounds pur-eety weird watch out for **Ninja Hamster** in June. It attempts to extract the uric materials out of all those other ninja games. You play the hammy hamster who has to fight off the evil lizards of death. How mercenary! Well, fancy that, Novagen is bringing out a game called **Mercenary** very soon but there's no info at the moment.

I hate creepy things with hairy bodies (especially the Man Ed) don't you? Sparklers is releasing something very big and hairy called **Tarantula** next month along with **Metal Drone**. Is it a bee or not a bee? And whilst we're chatting about cheapies The Powerhouse is bringing out **Berks**, a space shoot 'em up. Sounds completely crazy to me! But not as crazy as Palace's new game, **Stifflip & Co**. It's a spoof on all those 1920's and 1930's ripping yarns and uses various clichés from films and comics. Gosh chaps, what a wizard wheeze. It's a multi-role action packed adventure with icon control and should be out next month. You can unstiffen those lips now chaps. Whizzo...

Take the h out and the z and o off and you get **Wiz**, which just happens to be the name of a new game from Melbourne House. It's an arcade-ish sort of thing by the people who did **Redhawk** and **Kwah!** You play a bumbling magician who has to move up the levels to the lofty status of King Wizard whilst avoiding the monstrous denizens who live in the land of Niflheim. Spooky! It's also working on a game called **Street Hassle** (a working title) that should be out in July.

Spring has sprung — I can tell 'cos of all the bluebells and snowdrops. Which reminds me of something springy due out from Gremlin in the next couple of months — **Bounder II**, boing! Gremlin is also working on a couple of other products including **Bootleg** (though the name may change) a fast shoot 'em up with 3D tunnel effect vector graphics, **Alien Evolution** and **Nimrod**. Can't wait.

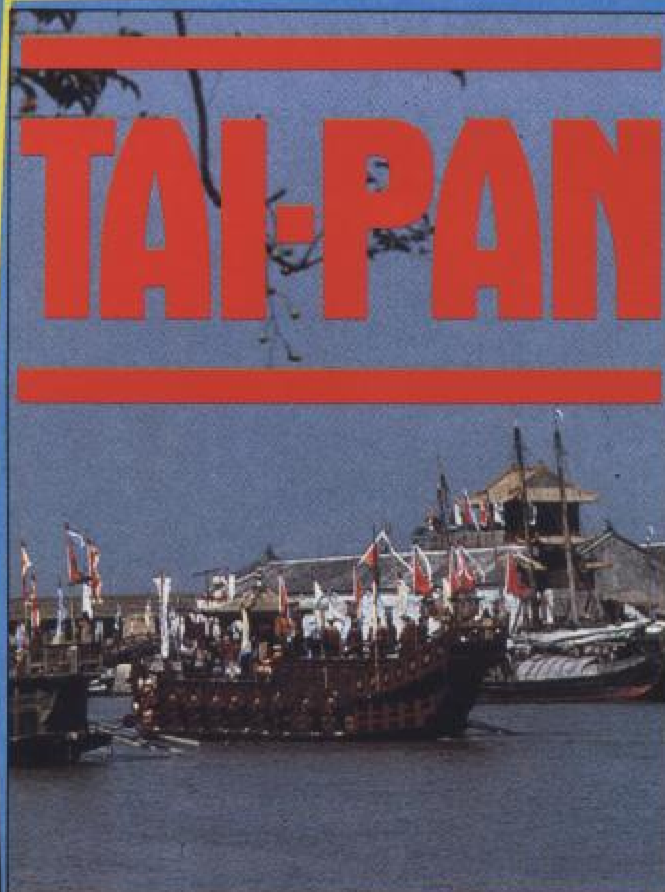
I've just about got time to tell you about some really groovy games in the pipeline from Ocean. First there's **Tank**, a shoot everything in sight game, then there's **Athena** (no, not the card shop — it's actually an arcade game with mythological tendencies) and there's also **Whizzball** which should be out in the next couple of months. Boy, oh boy, there's still more to come. Yikes, **Mutants** is on the way — it's a space shoot 'em up... and **Moonshadow**, a space arcade adventure — why is everything happening in space? Look out for two new products from the amazing Denton Design team, also on Ocean's label — first **Tibet**, though it's a big secret (shhh) and not out for a while, and second **Flashpoint**. I'm running out of room as usual — can I just squeeze this bit about **Batman** programmer Jon Ritman's new street football project? Never mind, there just isn't room — I'll have to tell you next month.

Teresa Maughan



CRL ham it up with Ninja Hamster

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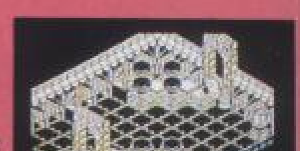




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Authors of No. 1 Blockbuster, Batman, Jon Ritman and Bernie Drummond present **'Head over Heels'** – Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth.



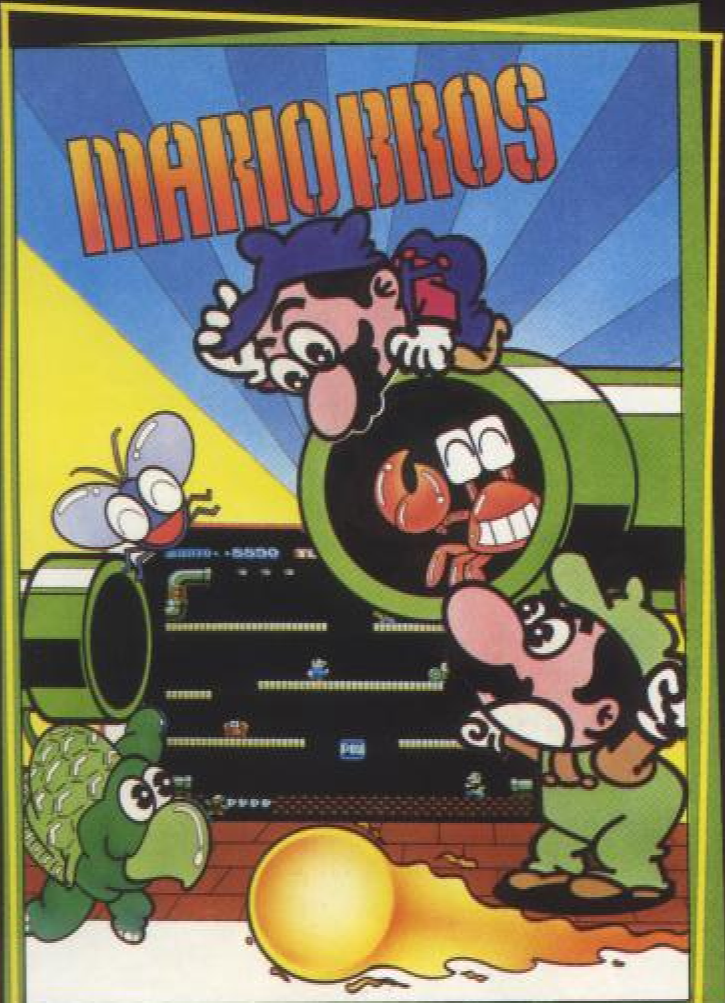
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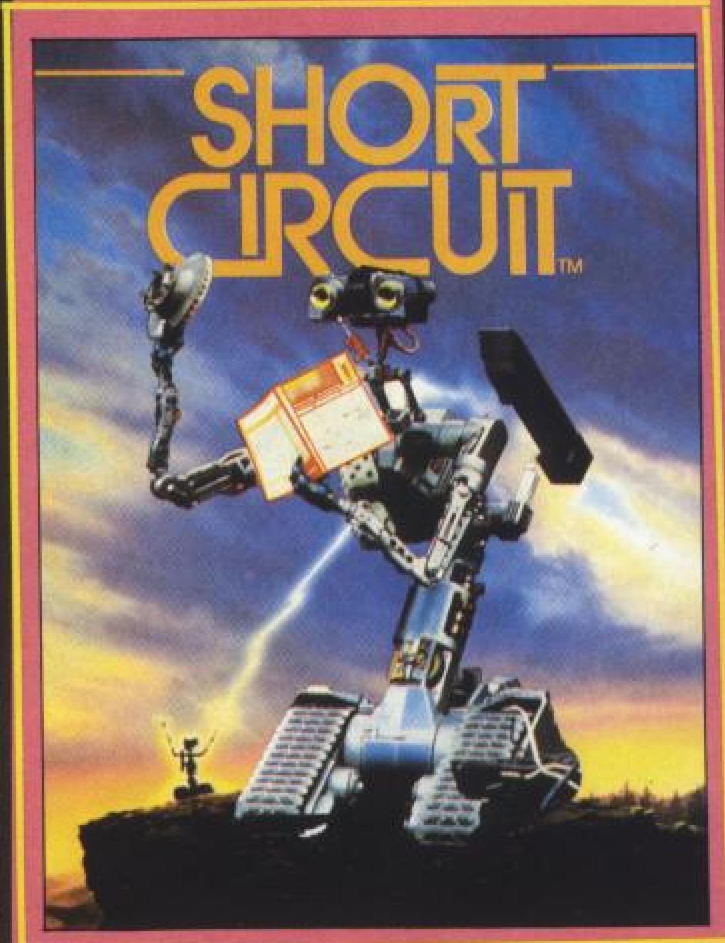
Screen shots taken from various computer formats.

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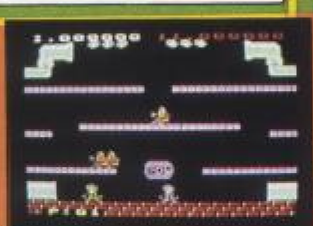
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Screen shots taken from various computer formats

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